



A COLOR/ACTIVITY BOOK

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Nintendo®

SUPER MARIO BROS.®



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The Mushroom King and his daughter, Princess Toadstool, lived happily in the Mushroom Kingdom.



It was a magical place where everyone lived
in peace.





A tribe of evil turtles, led by Bowser, their king, invaded the land.
The Mushroom people fought bravely, but the vicious turtles defeated them.



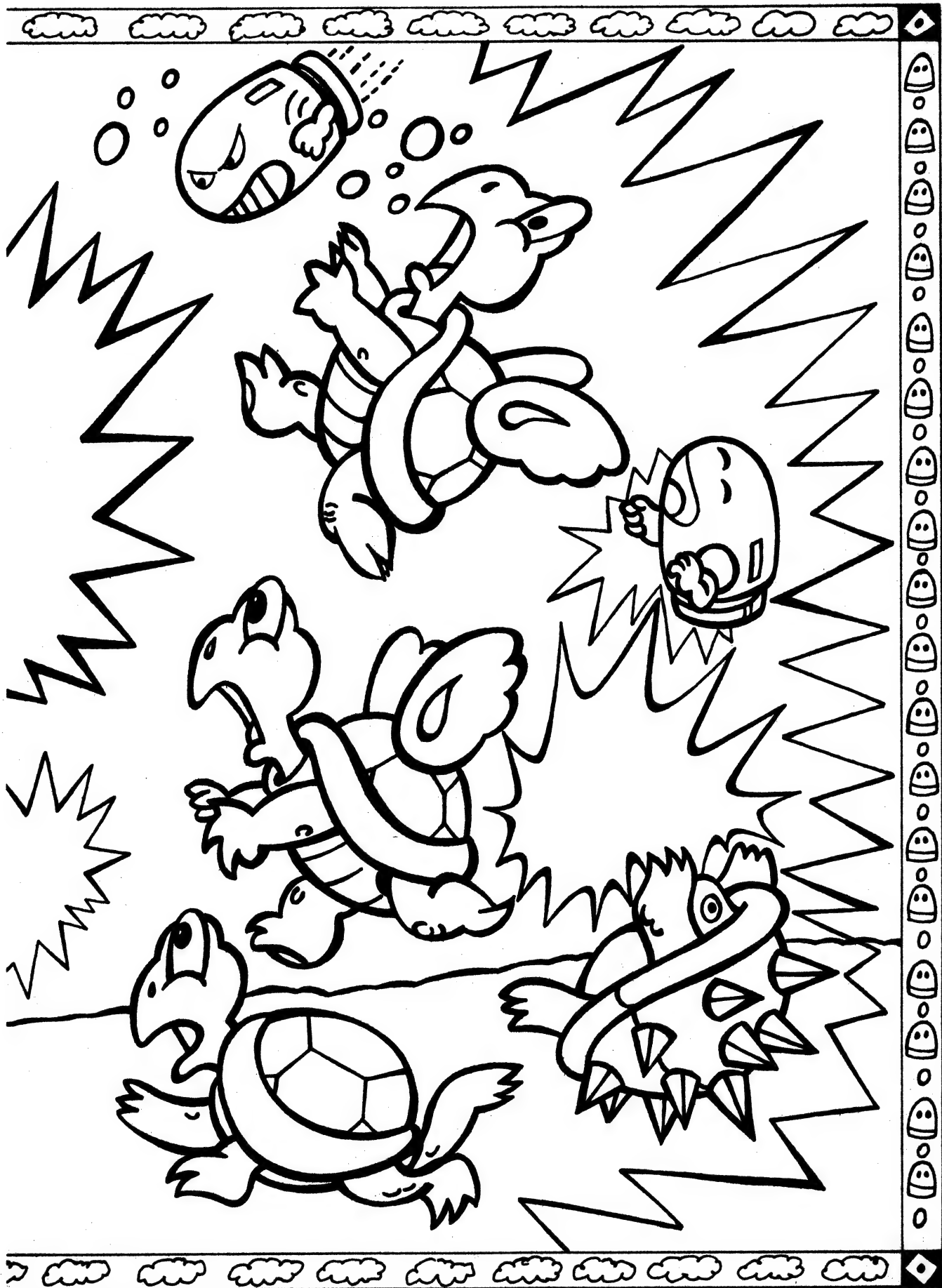
Bowser put Princess Toadstool in the dungeon of a faraway castle. She was the only one with the power to free her people.





A brave and determined man named Mario decided to save the princess and set the kingdom free, and here the adventure begins.



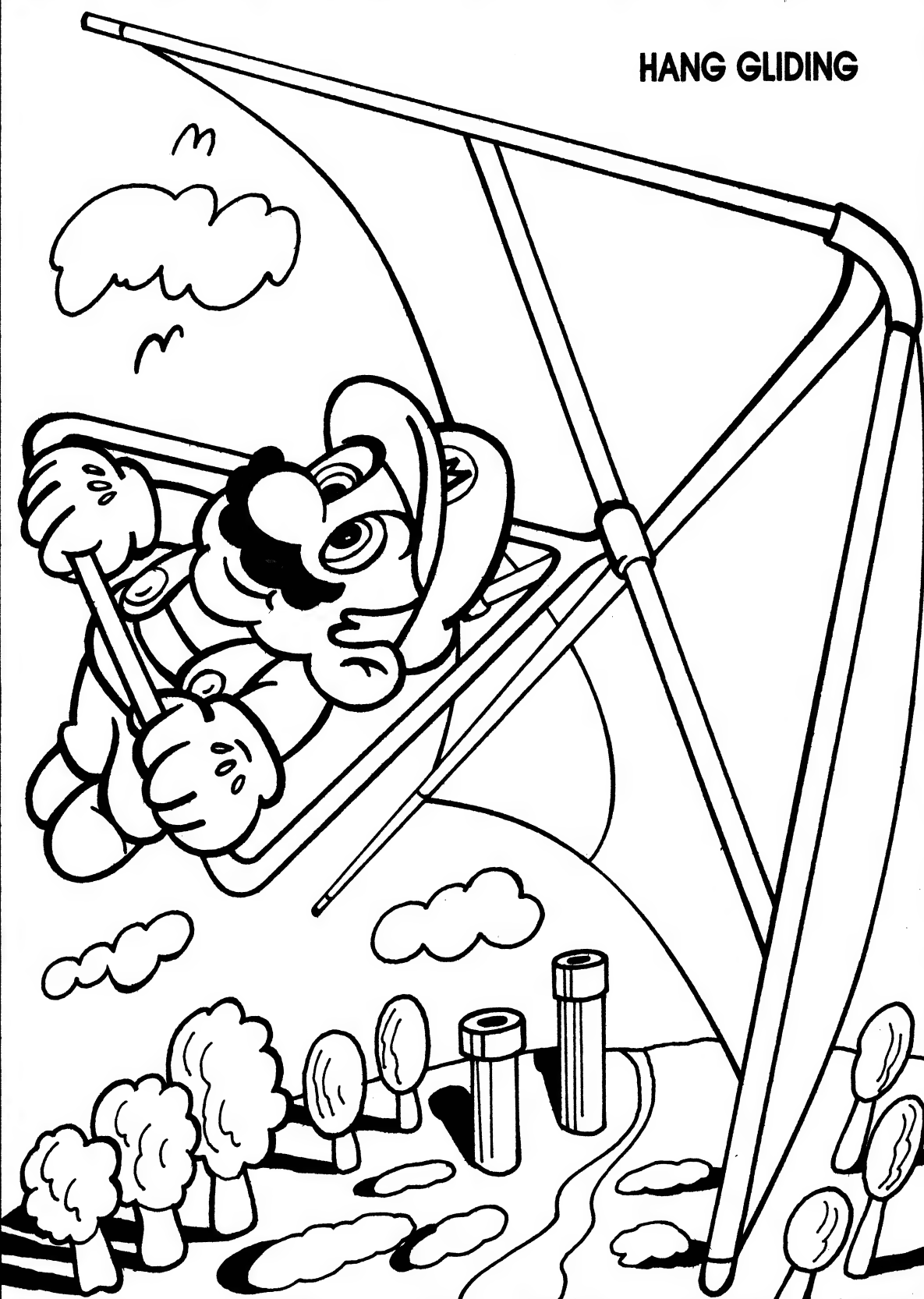


Mario is a very busy man. When he is not trying to save Princess Toadstool, he might be found:

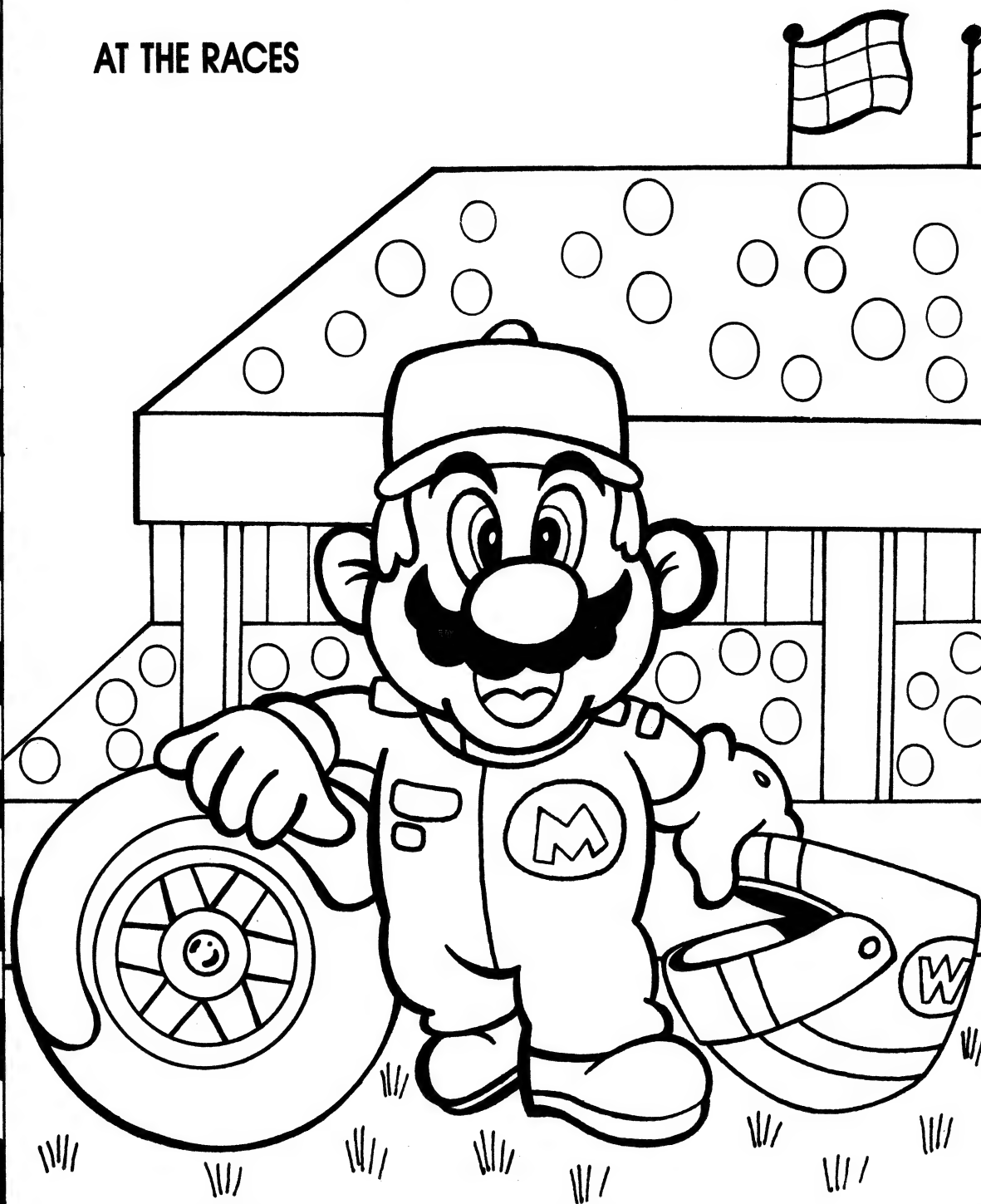
SKATEBOARDING



HANG GLIDING



AT THE RACES



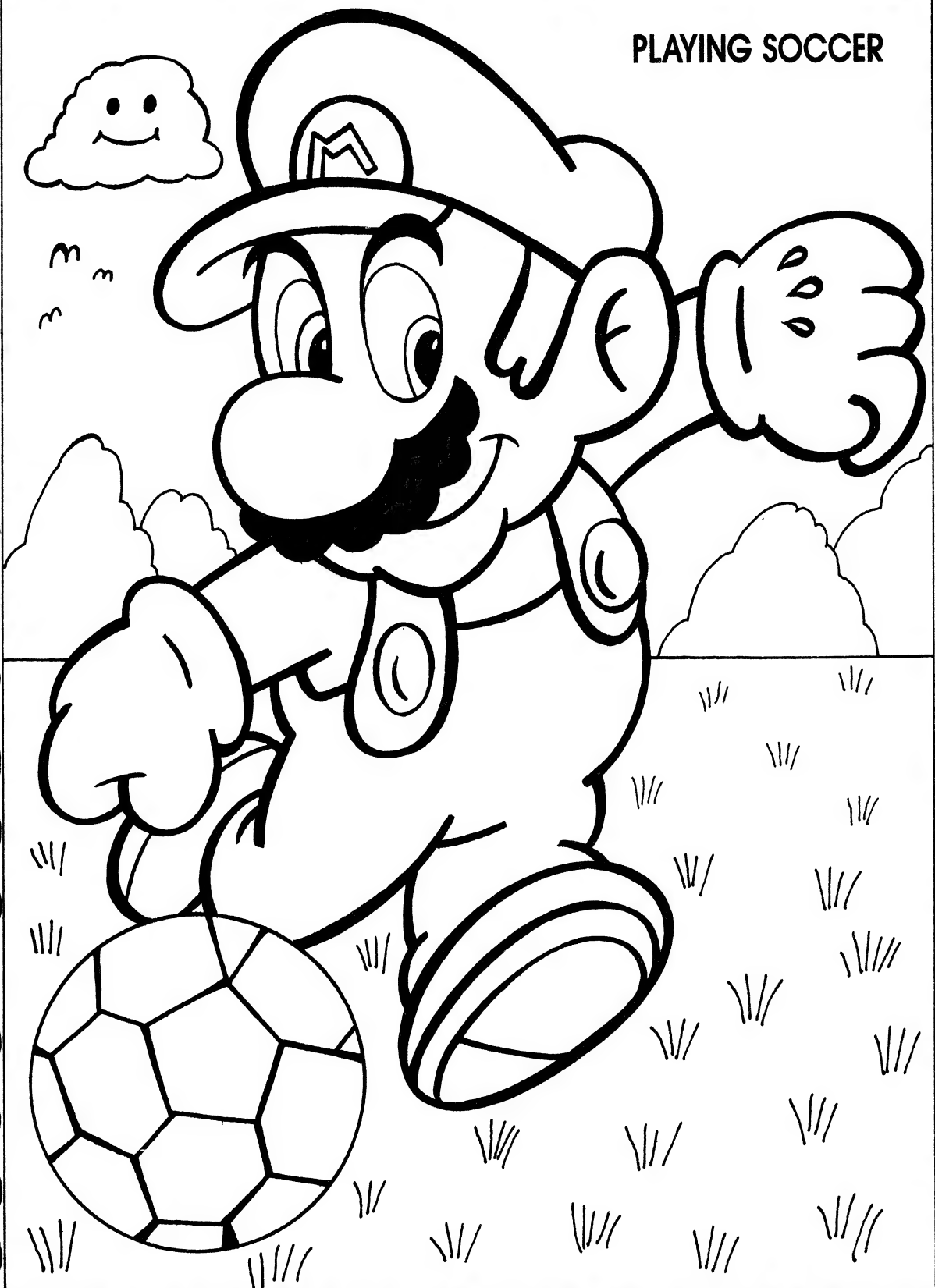
SINGING
A SONG



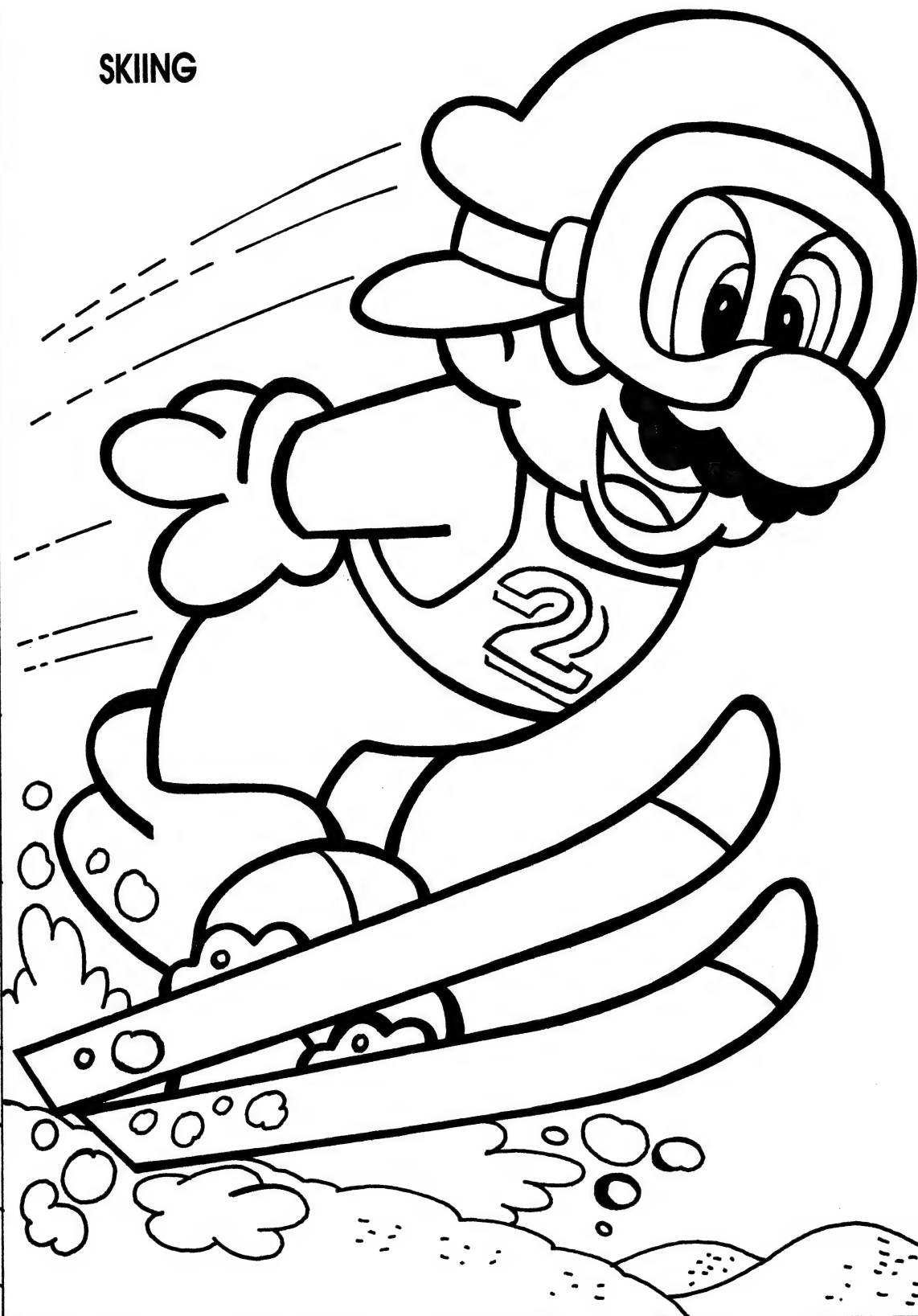
WINNING
A TROPHY



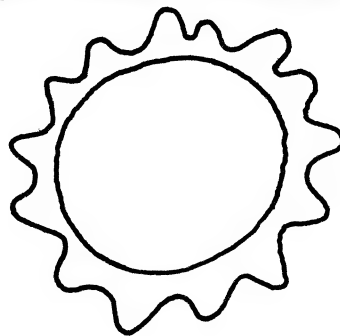
PLAYING SOCCER

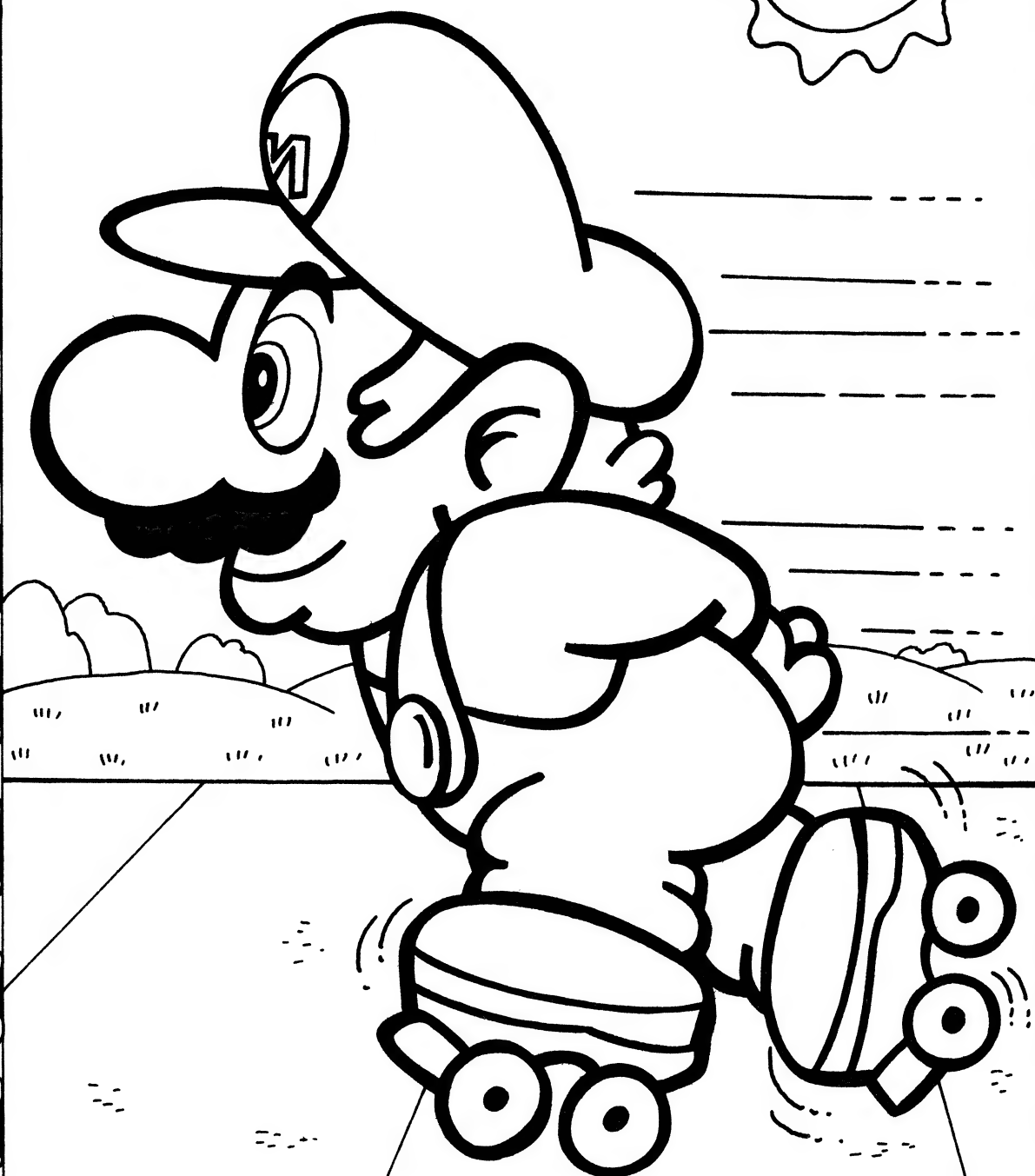


SKIING

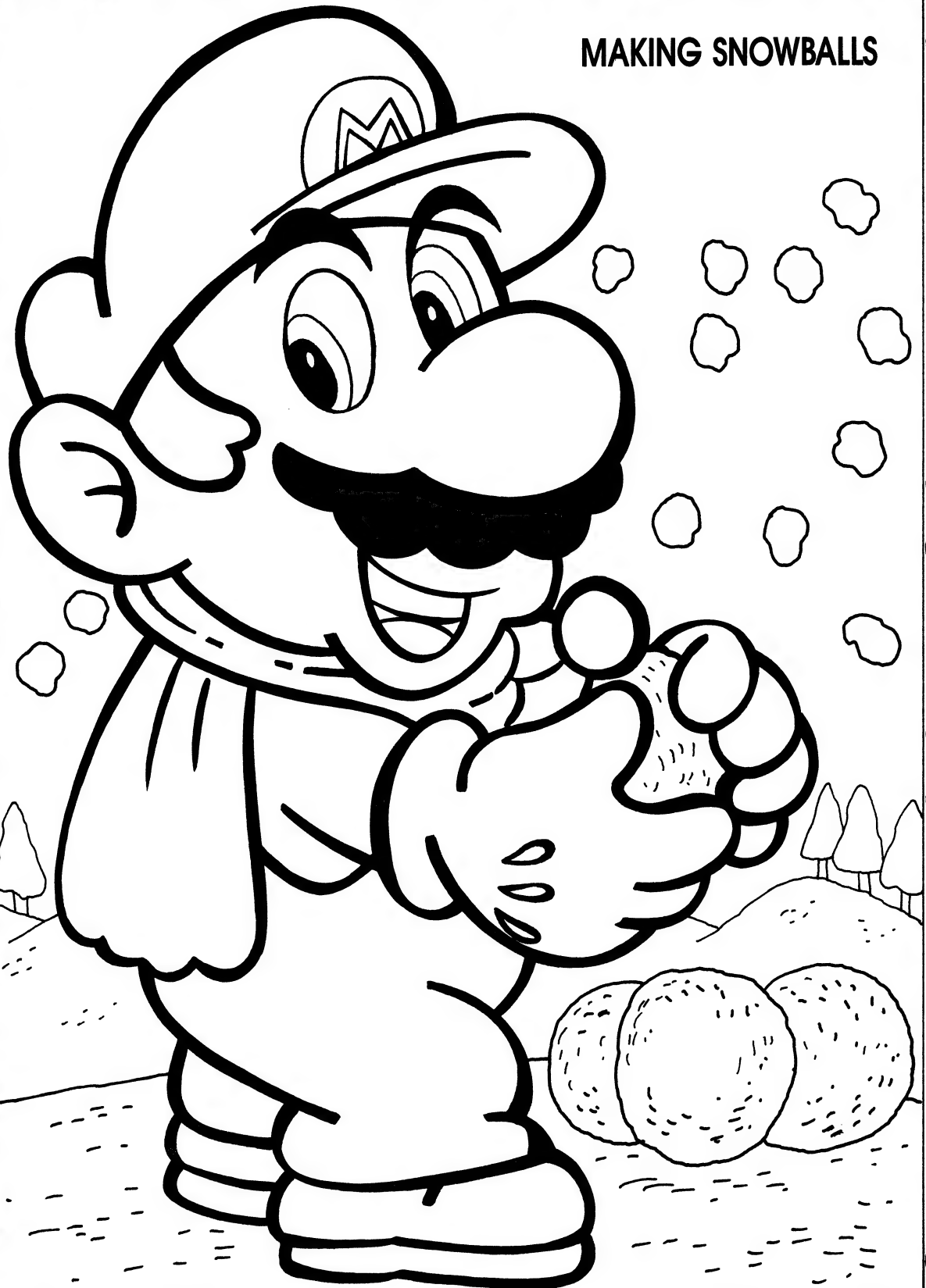


ROLLER-SKATING





MAKING SNOWBALLS



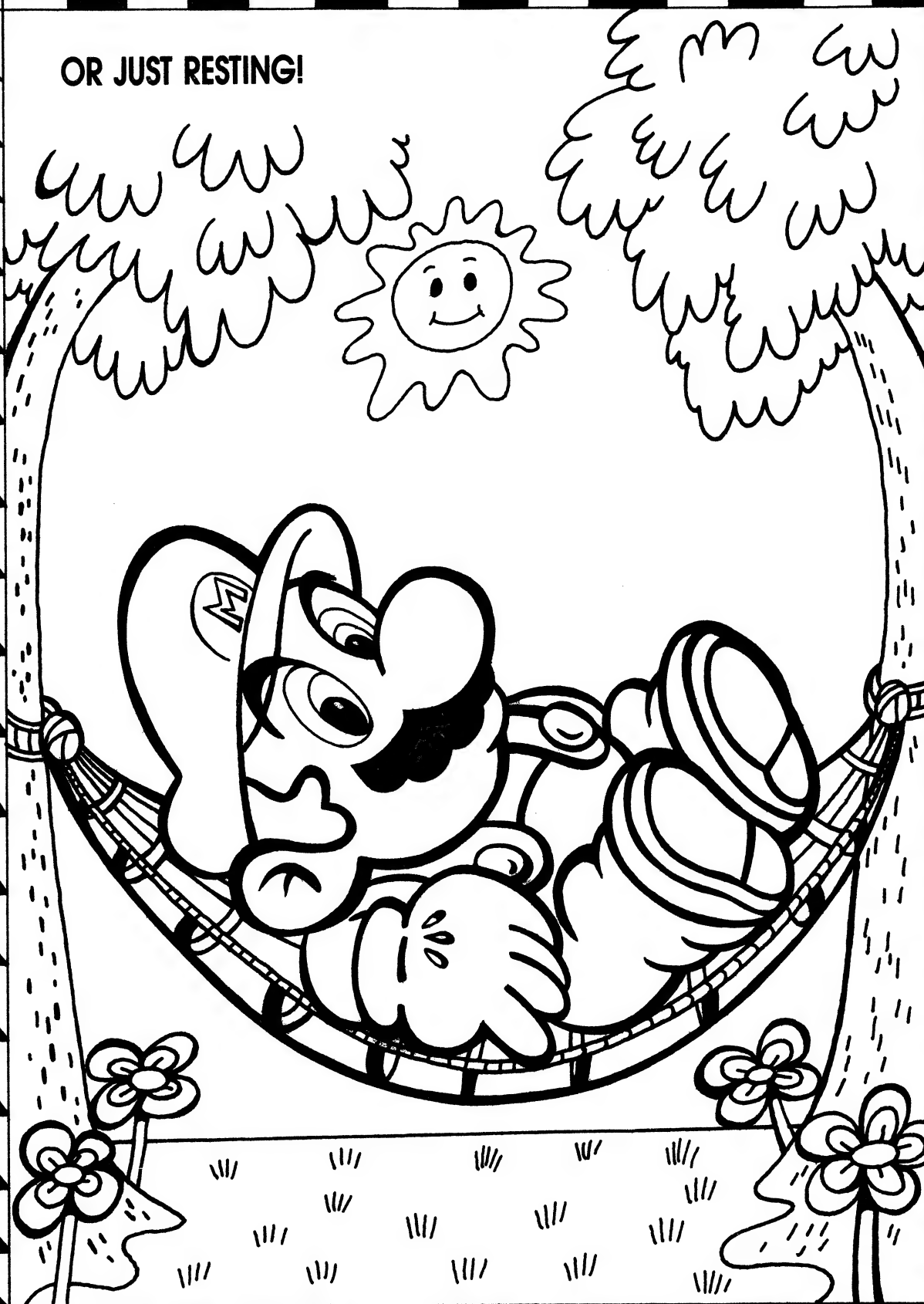
RIDING A
MOTORCYCLE



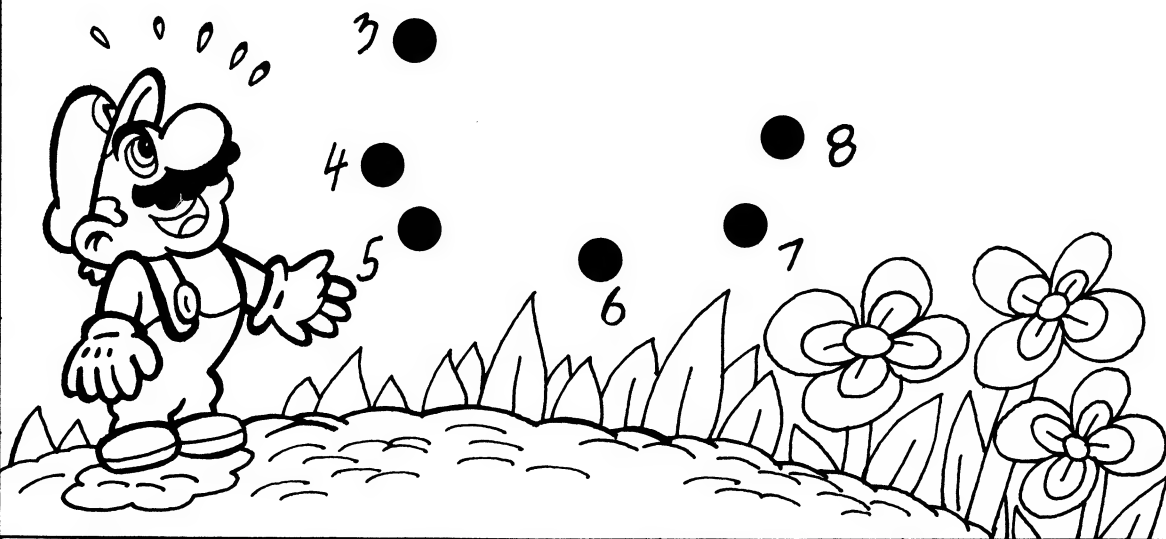
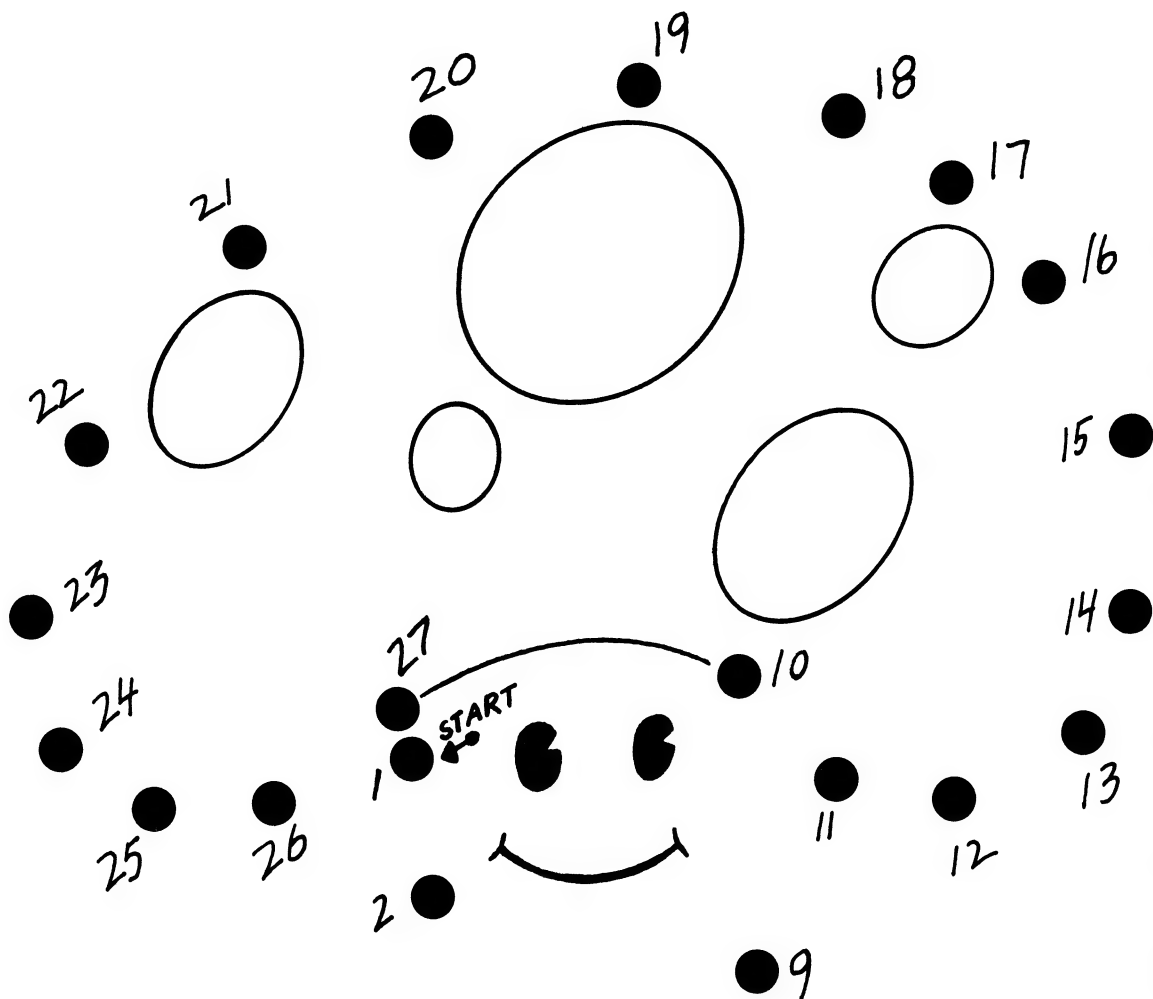
ENTERTAINING AT A PARTY



OR JUST RESTING!



Connect the dots to see what can give Mario a boost to make him taller.



• A MYSTERY MAZE •

**POWER BOOSTER
MUSHROOM**



**MOVE 1 SPACE
DOWN**

FIREFLOWER



**MOVE 1 SPACE
UP**

STARMAN



**MOVE 1 SPACE
RIGHT**

COINS



**MOVE 1 SPACE
LEFT**

PATH 1

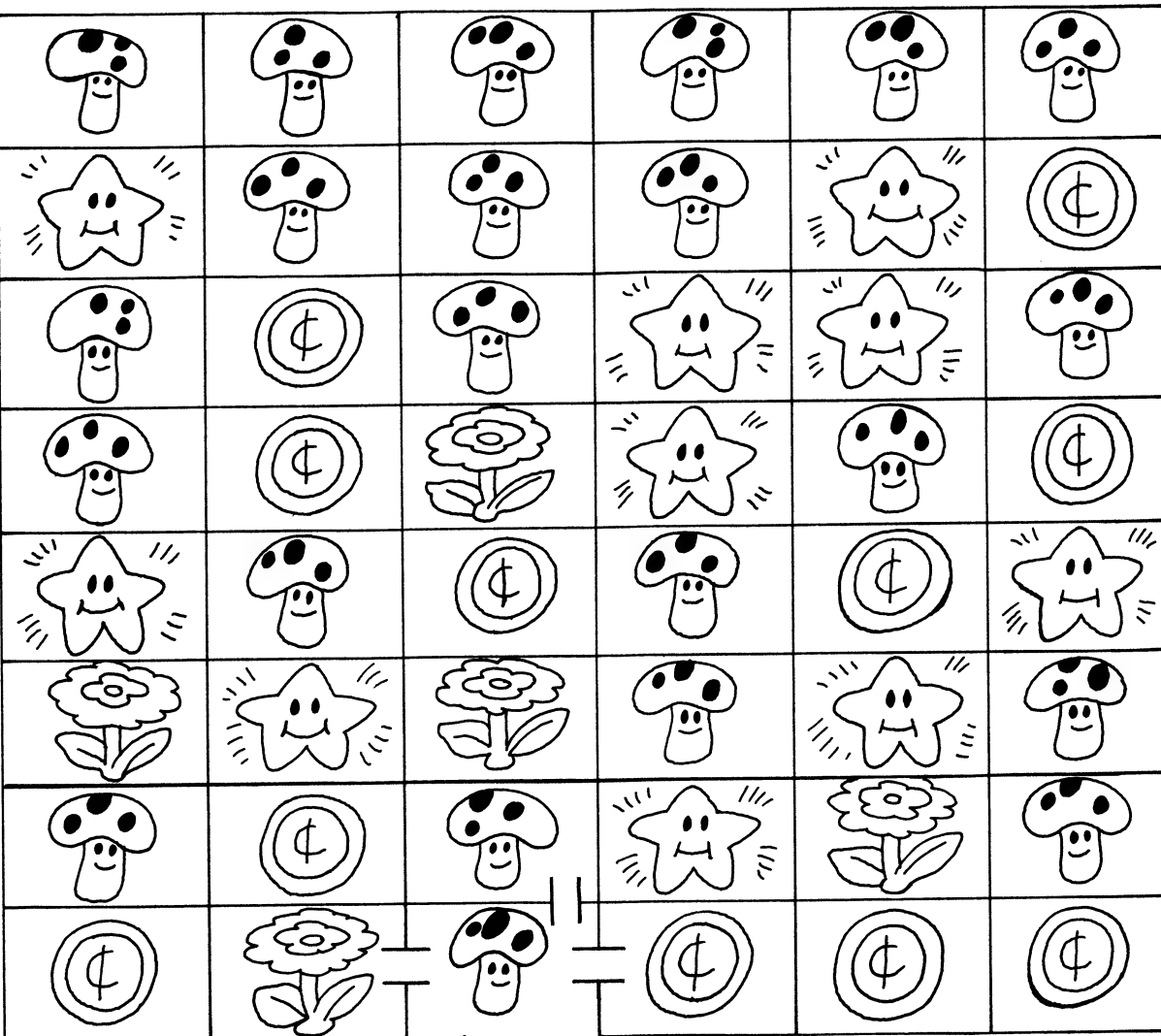
PATH 2

PATH 3

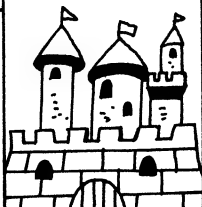
PATH 4

PATH 5

PATH 6

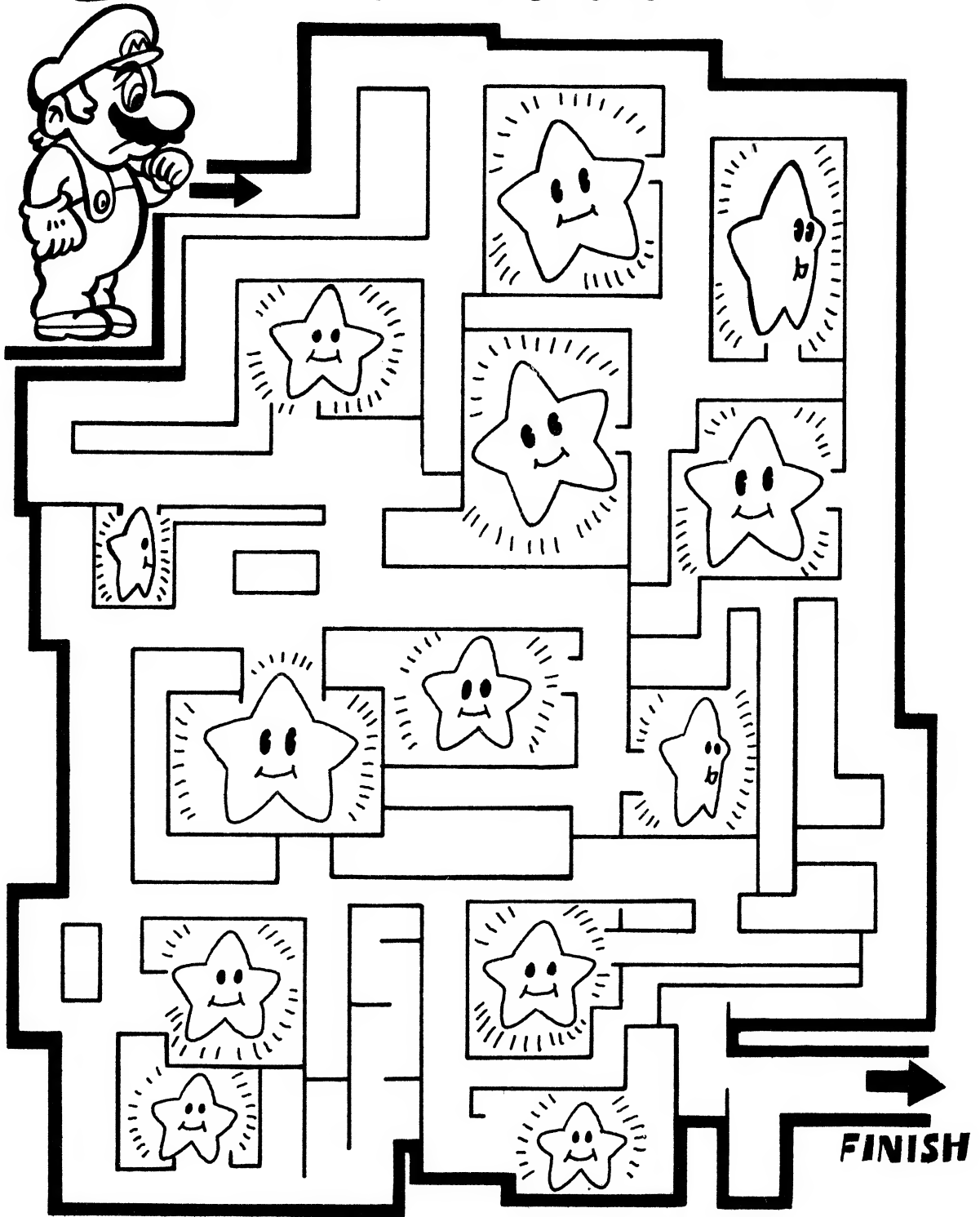


ANSWER: PATH 4.

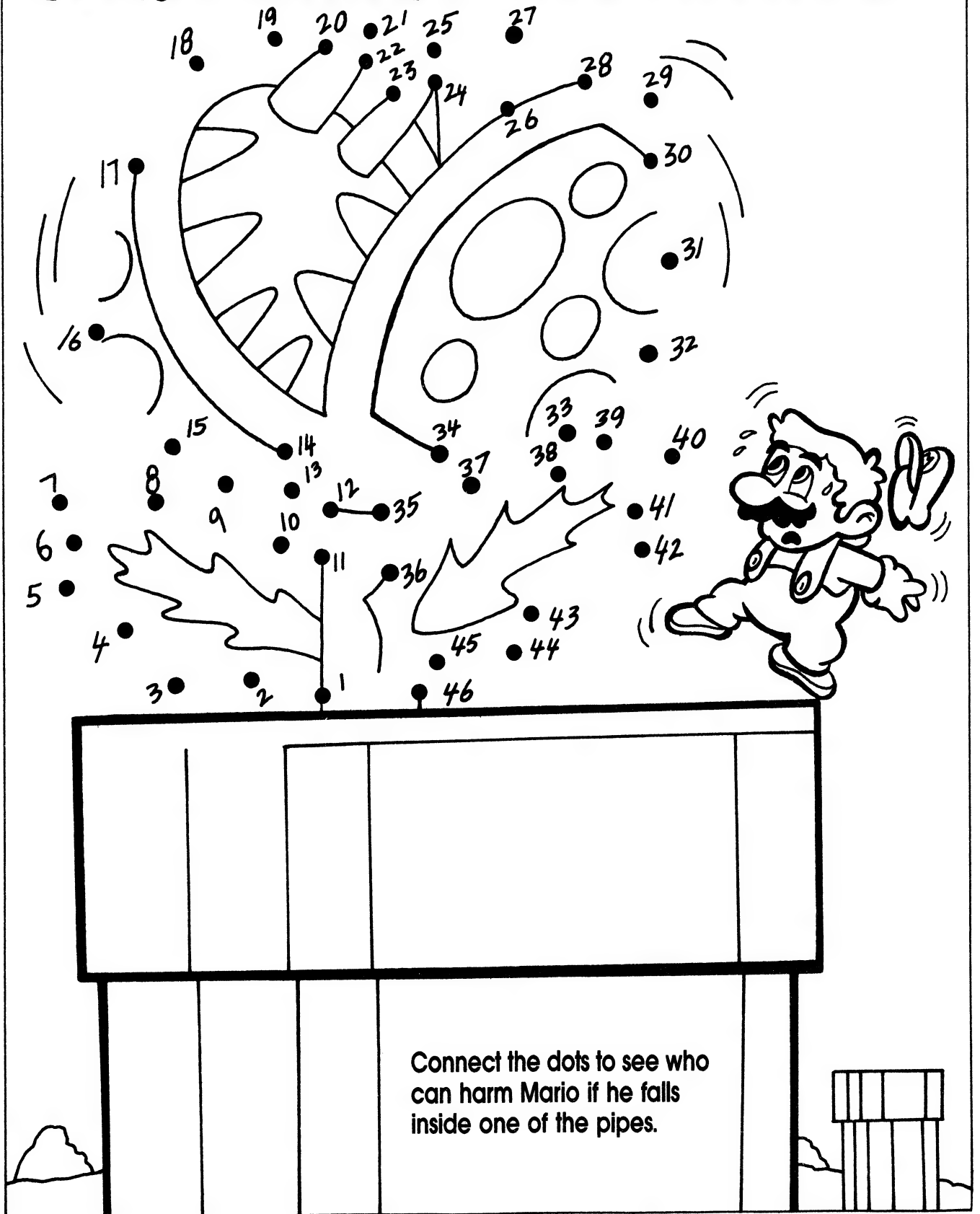


Use the symbols to help Mario
choose the right path to the
faraway castle.

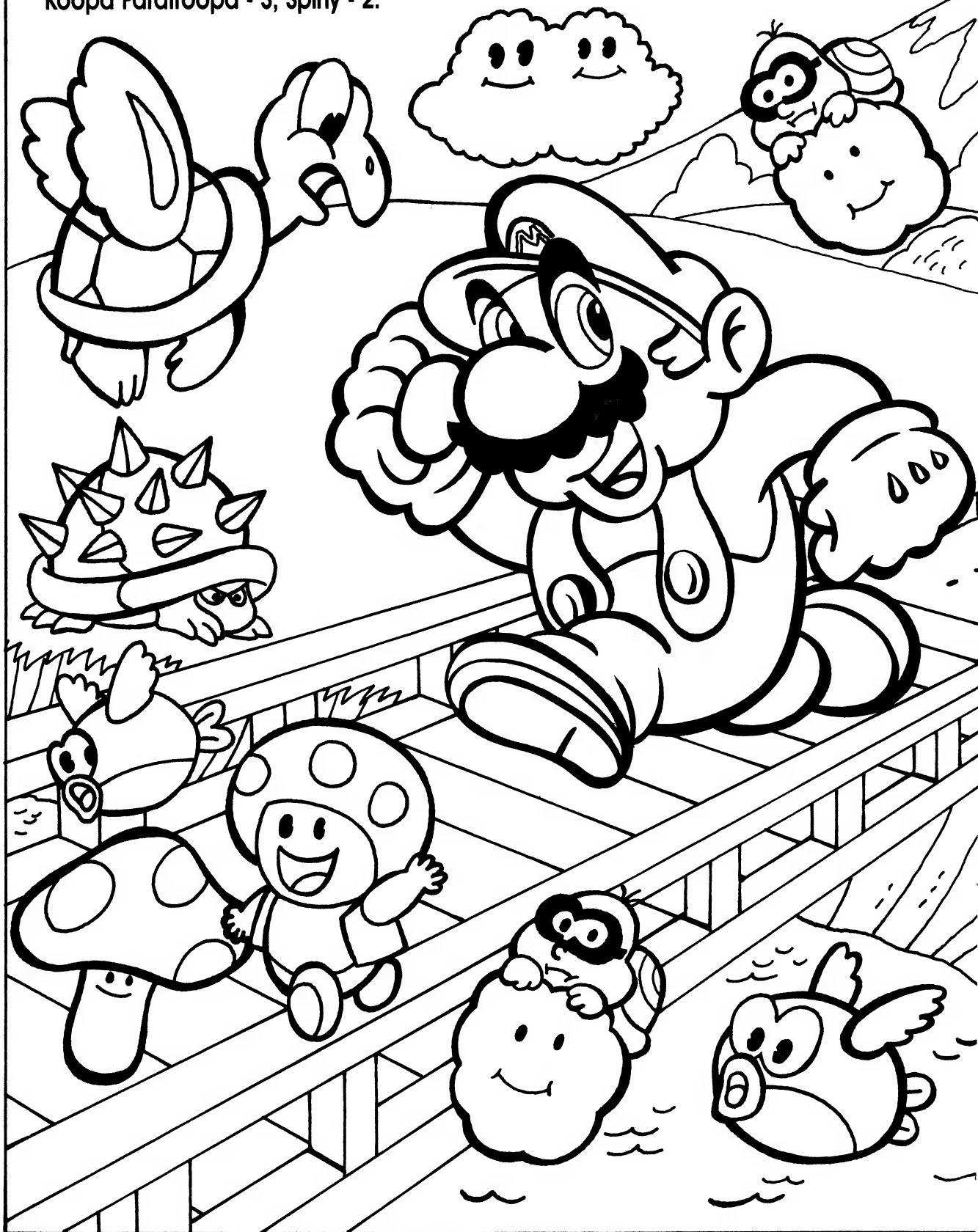
• STARMAN MAZE •

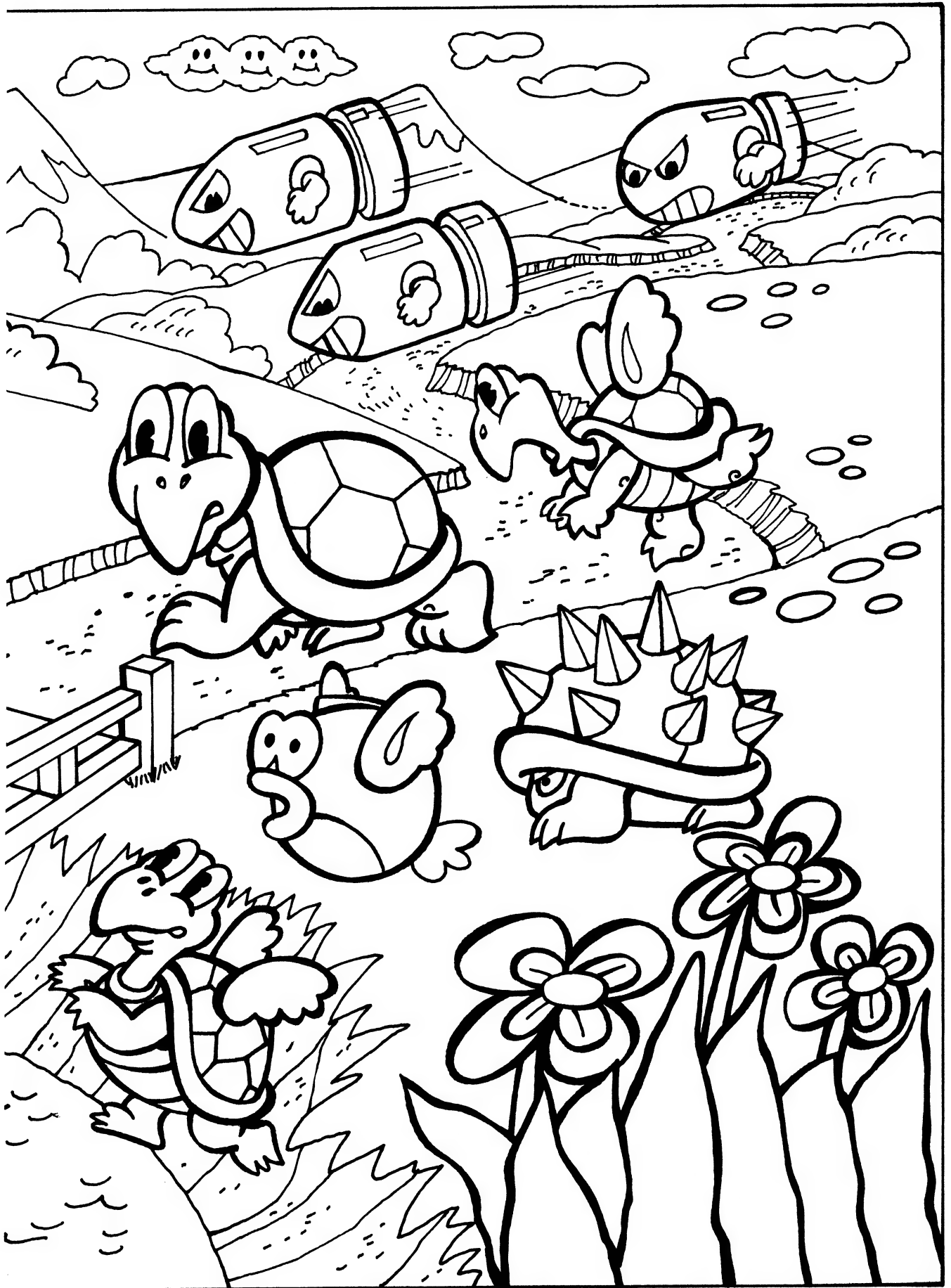


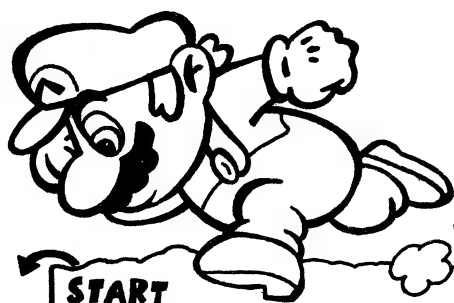
WHO'S LIVING INSIDE THE PIPE ?



Mario has to look out for lots of enemies. See if you can find them all.
Lakitu - 2, Bullet Bill - 3, Cheep Cheep - 3, Koopa Troopa - 1,
Koopa Paratroopa - 3, Spiny - 2.

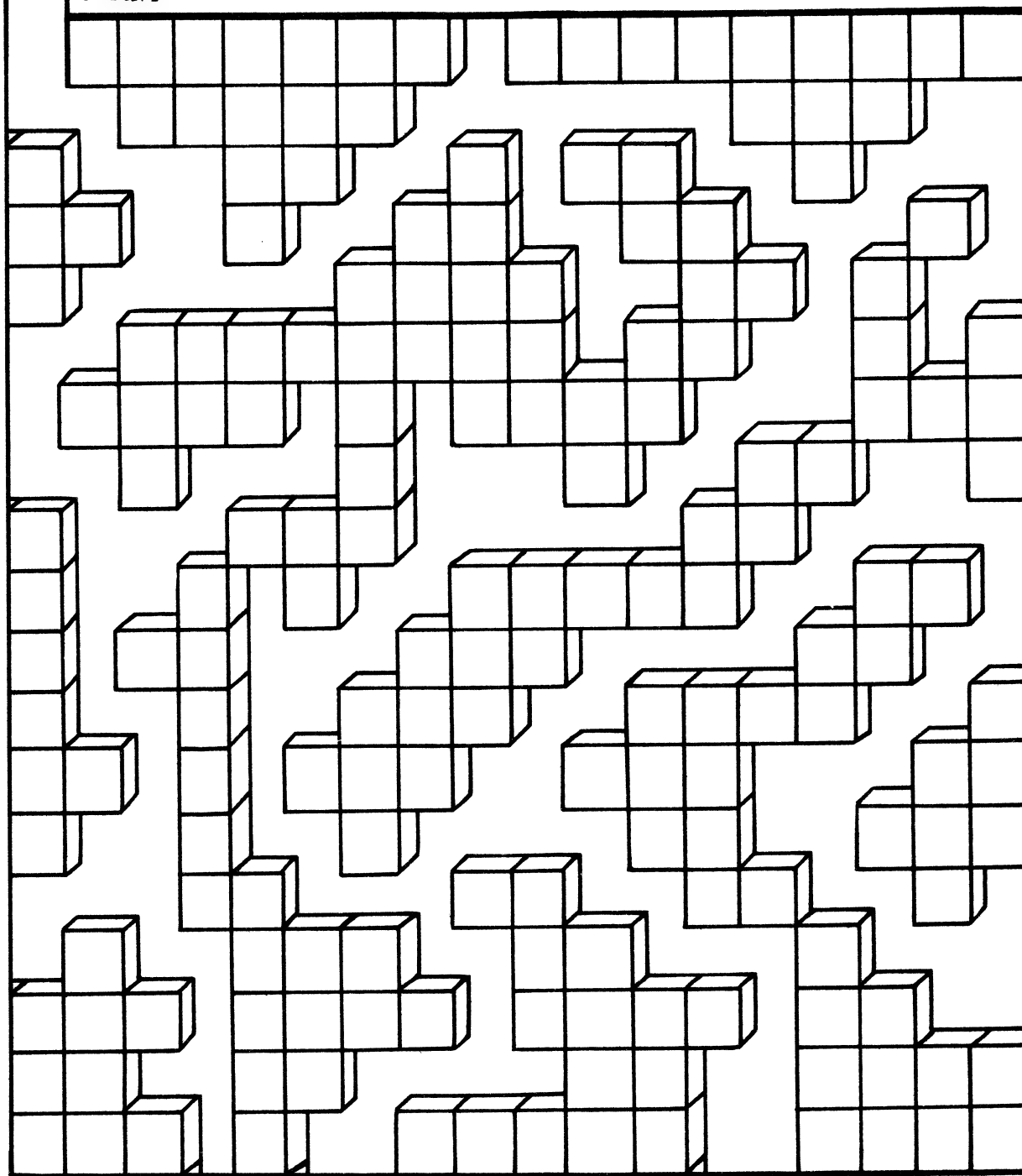






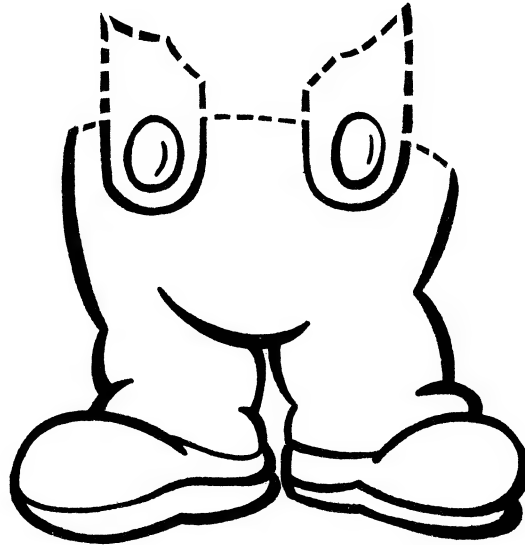
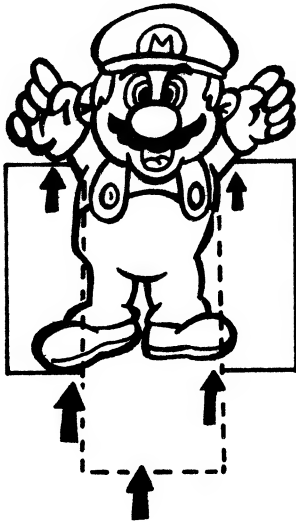
Help Mario find his way down these confusing stairs.

START

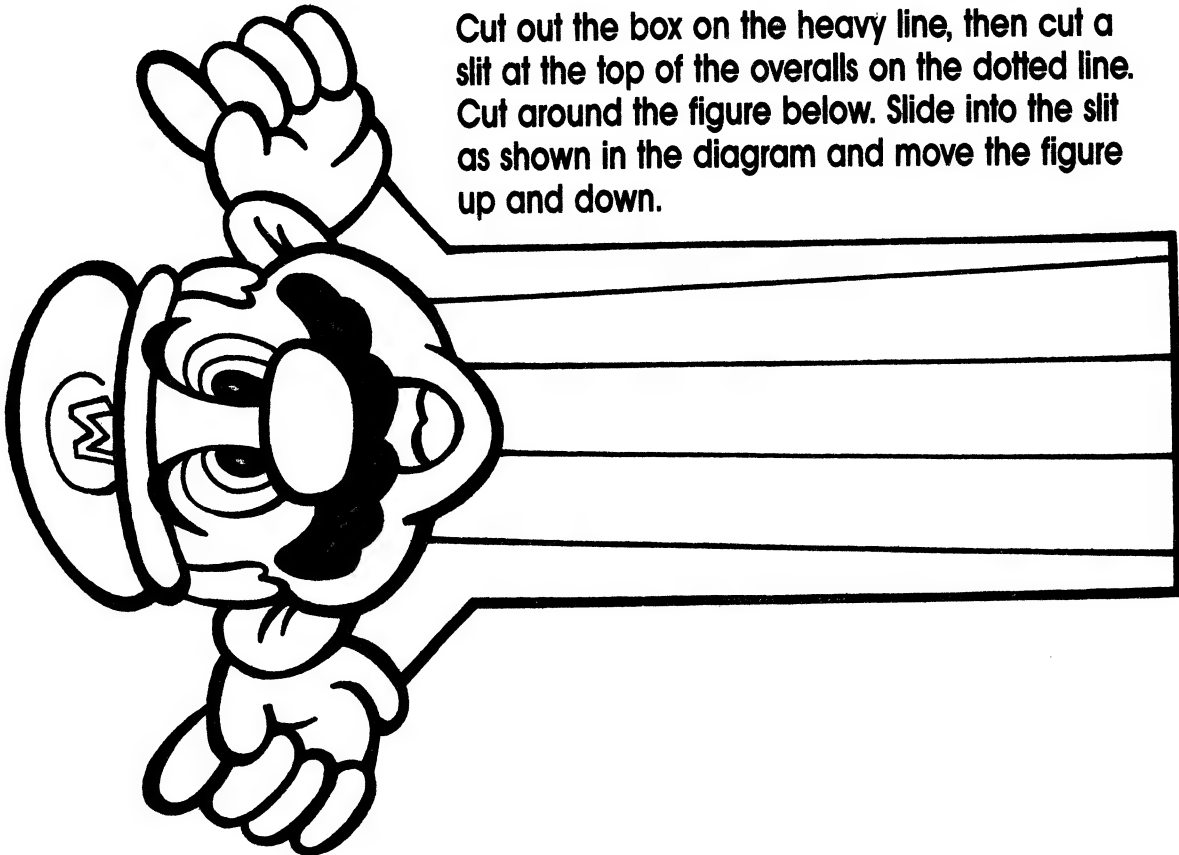


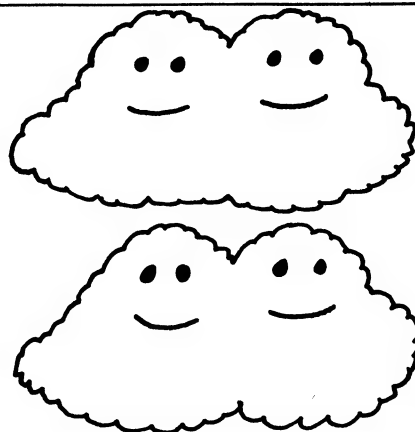
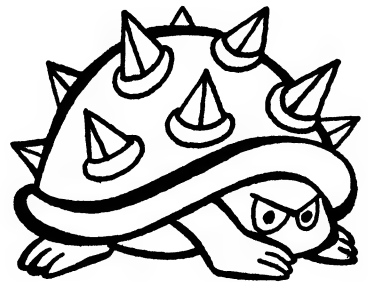
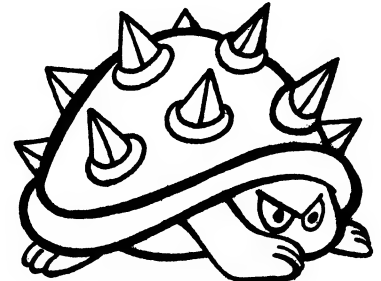
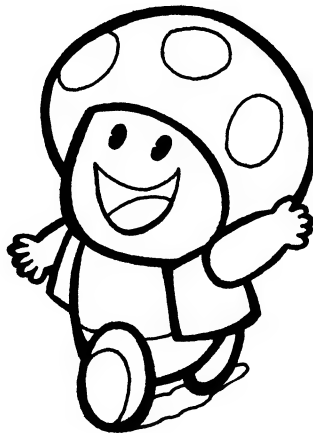
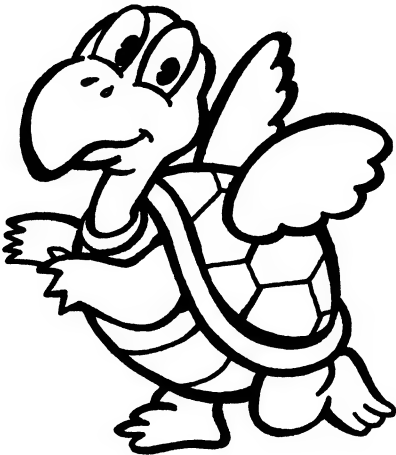
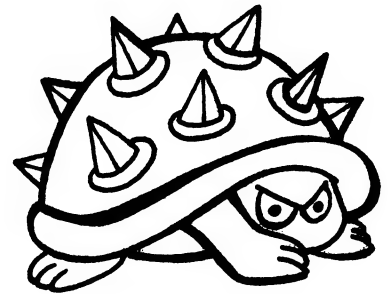
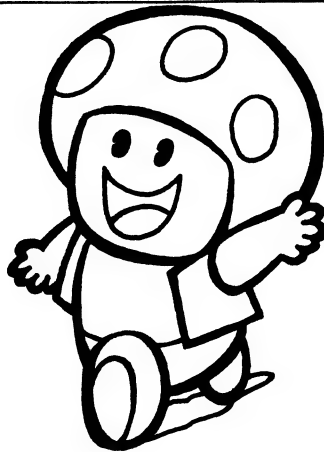
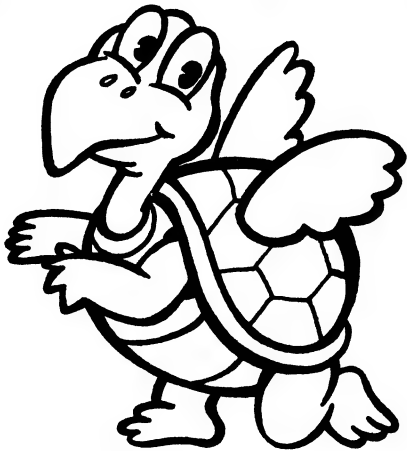
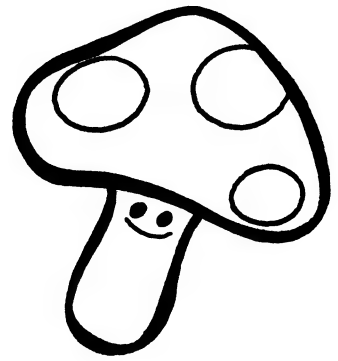
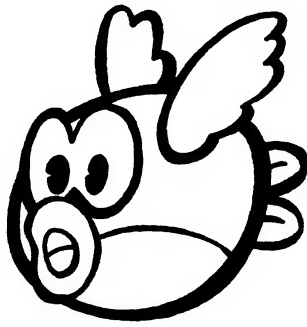
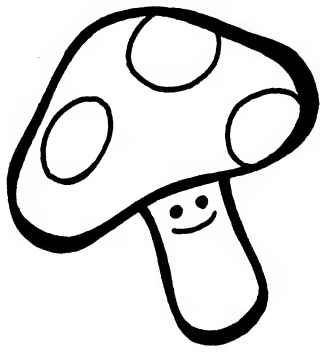
FINISH

JUMPIN' MARIO



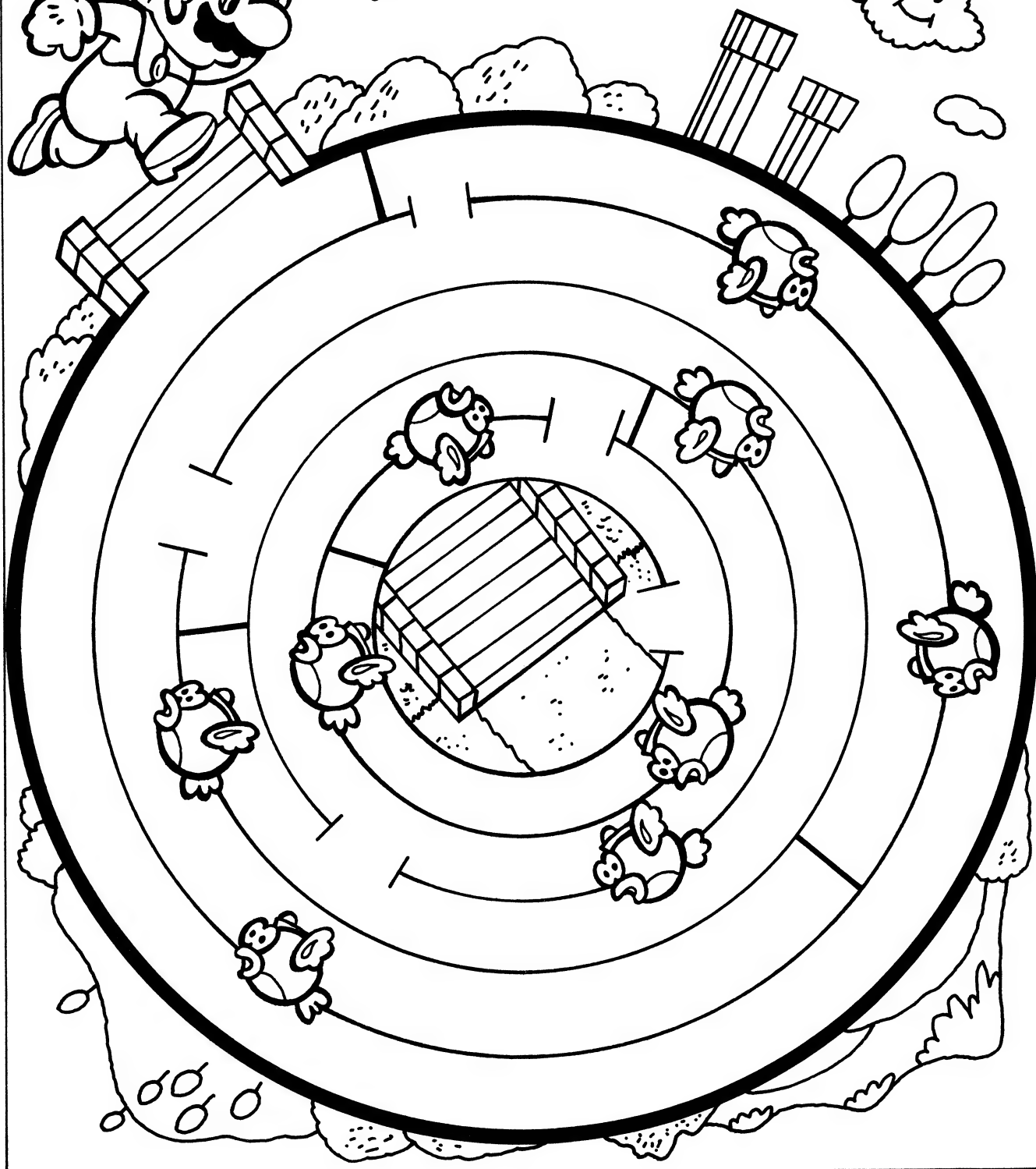
Cut out the box on the heavy line, then cut a slit at the top of the overalls on the dotted line. Cut around the figure below. Slide into the slit as shown in the diagram and move the figure up and down.



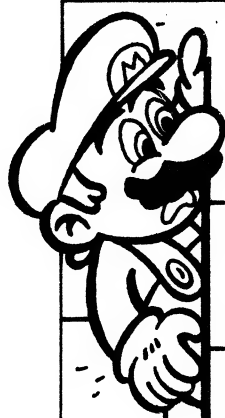


A CHEEP CHEEP MAZE.

Take Mario to the other side of the bridge before a Cheep Cheep gets in his way.

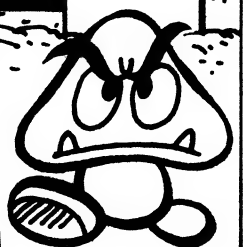


Mario needs 100 points to stomp Little Goomba. Help him find the path that leads to 100 counting by 5's. Begin with 5. Move to the square next to it that has 5 more. Keep adding 5 and move from square to square along the secret path.



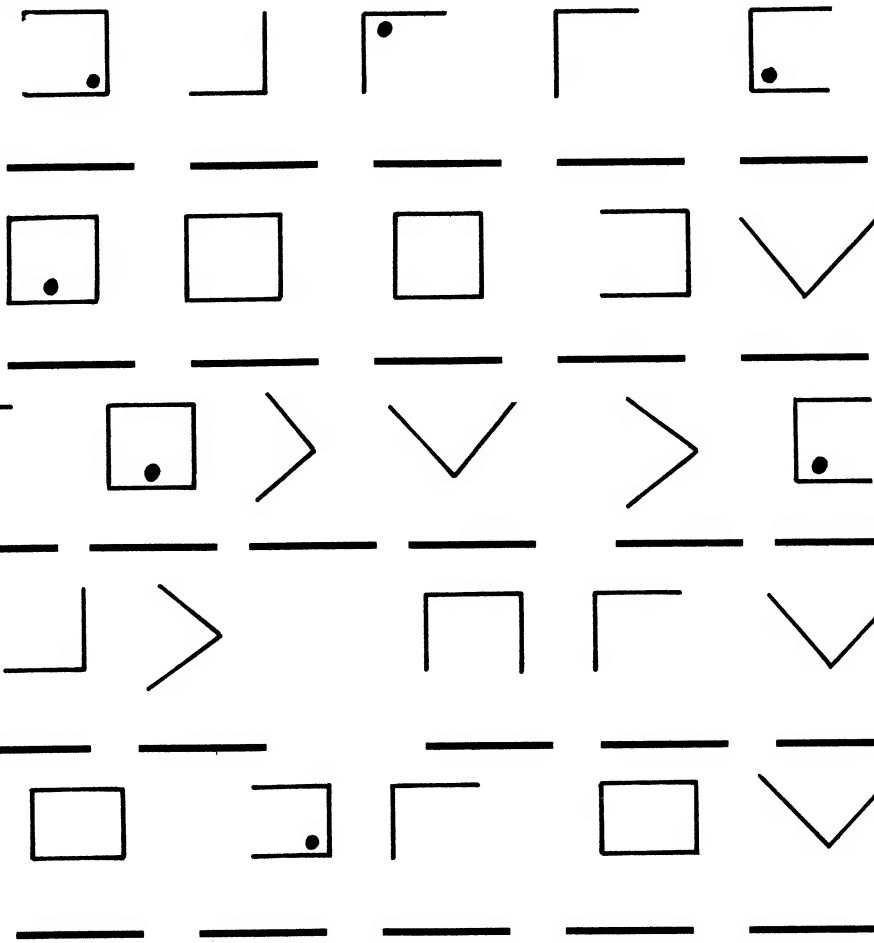
START

5	5	15	10	5	30	25	15
20	10	30	20	25	85	15	20
15	5	25	80	30	20	75	25
40	30	40	50	50	35	65	70
25	20	55	55	50	40	70	60
70	65	60	70	45	80	85	90
80	75	65	80	75	45	50	95
40	30	20	70	35	40	55	100



What does Mario need to take him to the castle to rescue Princess Toadstool?
Use the code to find out.

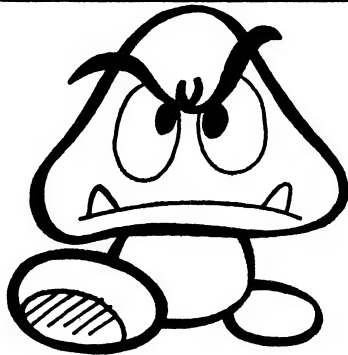
A	B	C	J	K	L	~~S~~		~~W~~	
D	E	F	M	N	O				
G	H	I	P	Q	R				
						~~T~~		~~X~~	
						~~U~~		~~Y~~	
						~~V~~		~~Z~~	



ANSWER: MARIO NEEDS POINTS TO BEAT HIS ENEMIES.

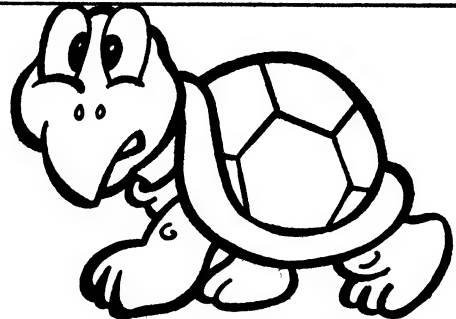
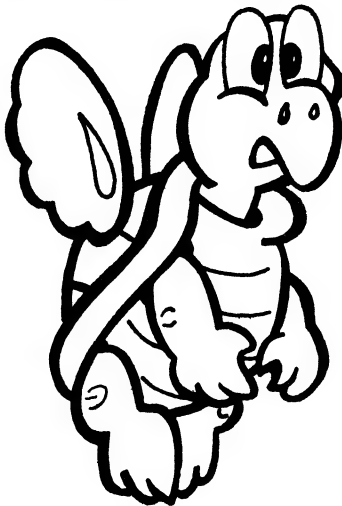
● KNOW YOUR ENEMIES ●

Circle words up, down, across, back and diagonally to find all of Mario's enemies.



LITTLE GOOMBA

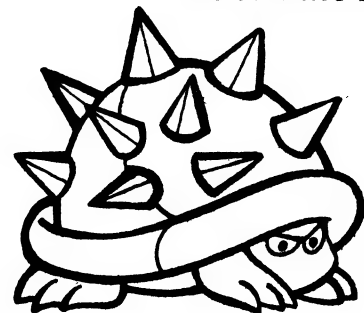
KOOPA PARATROOPA



KOOPA TROOPA



PIRANHA FLOWER



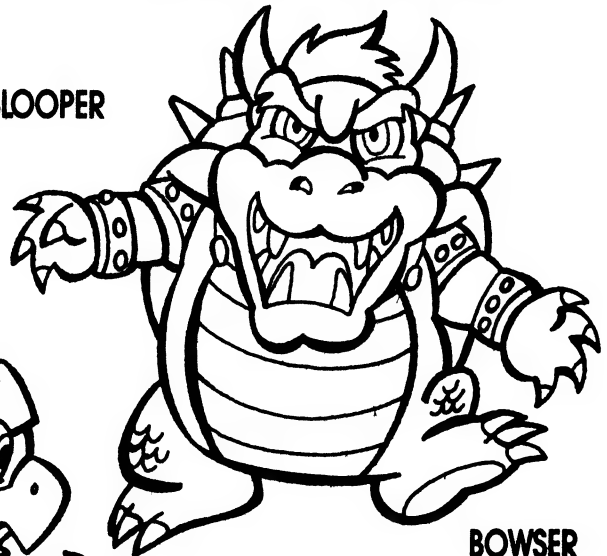
SPINY



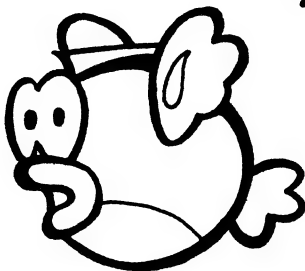
BLOOPER



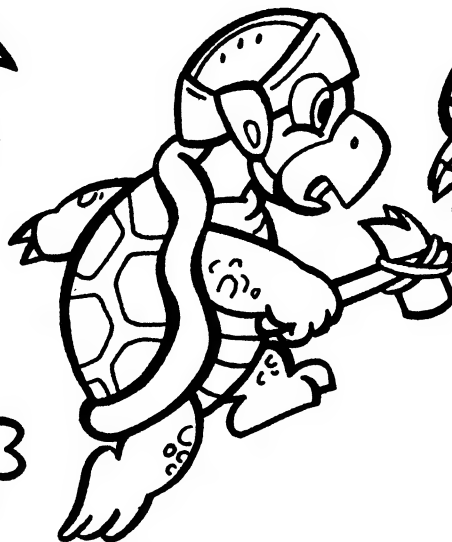
BUZZY BEETLE



BOWSER



CHEEP CHEEP



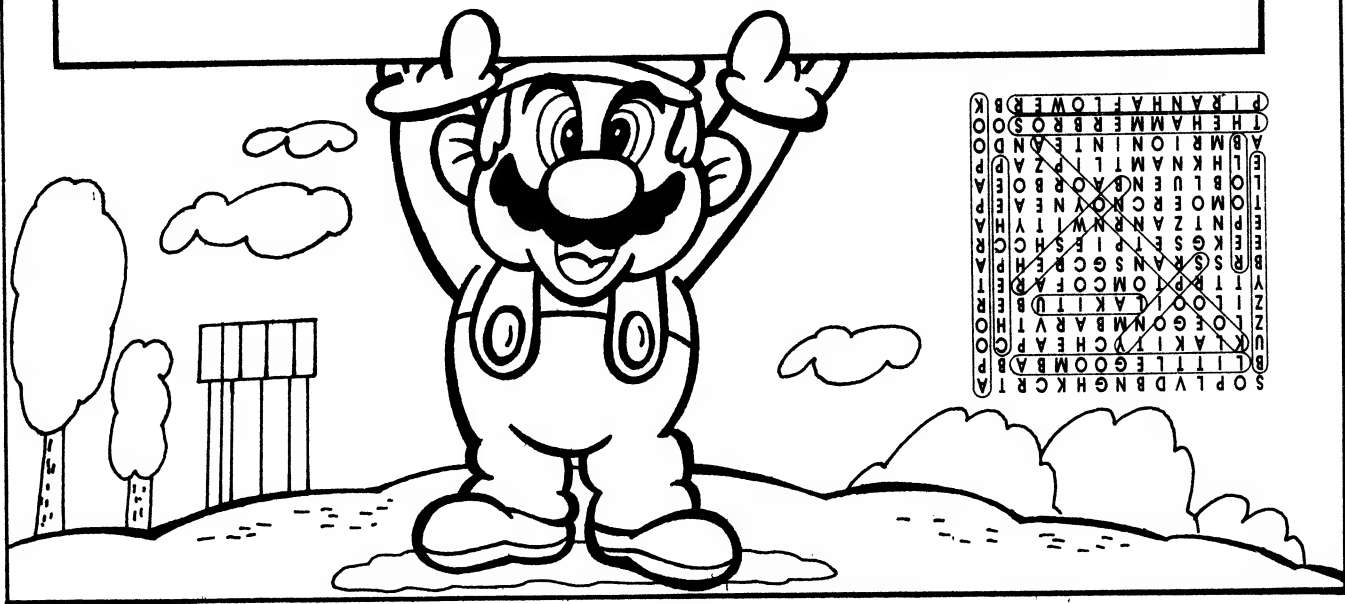
THE HAMMER BROS.



LAKITU

S	O	P	L	V	D	B	N	G	H	K	C	R	T	A
B	L	I	T	T	L	E	G	O	M	B	A	B	P	
U	K	L	A	K	I	T	Y	C	H	E	A	P	C	O
Z	L	O	E	G	O	N	M	B	A	R	V	T	H	O
Z	I	L	O	O	I	L	A	K	I	T	U	B	E	R
Y	T	T	R	P	T	O	M	C	O	F	A	R	E	T
B	R	S	S	R	A	N	S	G	C	R	E	H	P	A
E	E	K	G	S	E	T	P	I	E	S	H	C	C	R
E	P	N	T	Z	A	N	R	N	W	I	T	Y	H	A
T	O	M	O	E	R	C	N	O	Y	N	E	A	E	P
L	O	B	L	U	E	N	B	A	O	R	B	O	E	A
E	L	H	K	N	A	M	T	L	I	P	Z	A	P	P
A	B	M	R	I	O	N	I	N	T	E	A	N	D	O
T	H	E	H	A	M	M	E	R	B	R	O	S	O	O
P	I	R	A	N	H	A	F	L	O	W	E	R	B	K

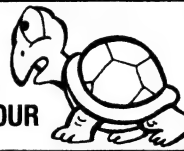
P	I	R	A	N	H	A	F	L	O	W	E	R	B	K
T	H	E	H	A	M	M	E	R	B	R	O	S	O	O
A	B	M	R	I	O	N	I	N	T	E	A	N	D	O
E	L	H	K	N	A	M	T	L	I	P	Z	A	P	P
L	O	B	L	U	E	N	B	A	O	R	B	O	E	A
T	O	M	O	E	R	C	N	O	Y	N	E	A	E	P
E	P	N	T	Z	A	N	R	N	W	I	T	Y	H	A
E	E	K	G	S	E	T	P	I	E	S	H	C	C	R
B	R	S	S	R	A	N	S	G	C	R	E	H	P	A
Y	T	T	R	P	T	O	M	C	O	F	A	R	E	T
Z	I	L	O	O	I	L	A	K	I	T	U	B	E	R
Z	L	O	E	G	O	N	M	B	A	R	V	T	H	O
U	K	L	A	K	I	T	Y	C	H	E	A	P	C	O
B	L	I	T	T	L	E	G	O	M	B	A	B	P	
S	O	P	L	V	D	B	N	G	H	K	C	R	T	A



START



TO AVOID
KOOPIAS
YOU MUST
TAKE THIS DETOUR



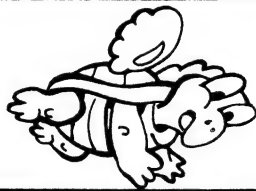
SUPER MARIO BROS.®

Each player places a coin in the START box.
Players take turns by flipping a coin. Move 2
spaces for heads; move 1 space for tails.
Move an additional space
for each 100 points. The first
player to reach Princess
Toadstool is the winner
and hero of the
Mushroom Kingdom.



SECRET PASSAGE
THIS WAY OUT!

CONGRATULATIONS,
YOU JUST HAMMERED
THE HAMMER BROS.
PICK UP YOUR POINTS.



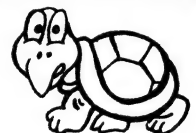
400 PTS.

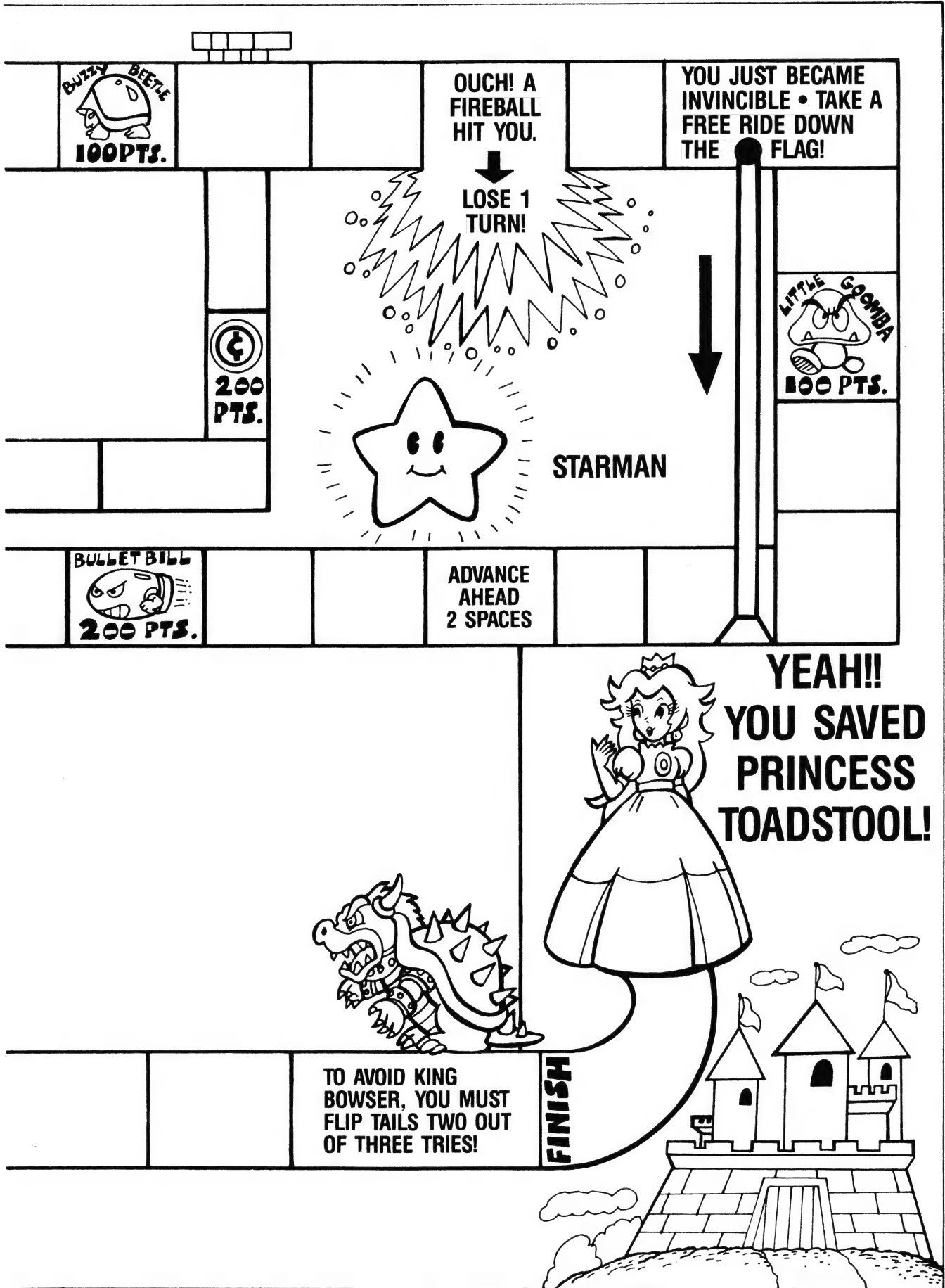
LOSE 1
TURN!

OUCH! A
FIREBALL
HIT YOU!



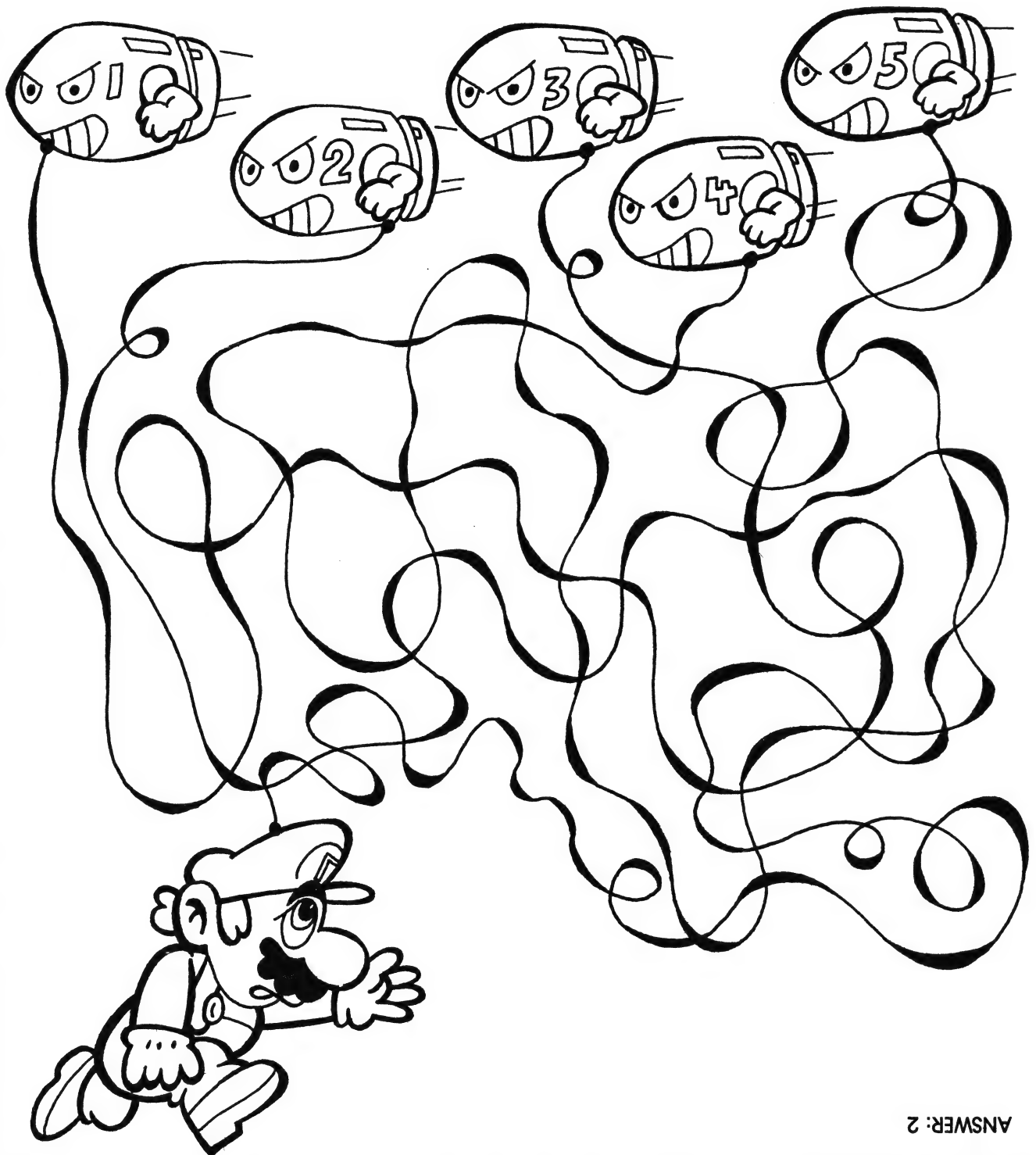
SORRY,
YOU HAVE
TO LOSE
1 TURN.





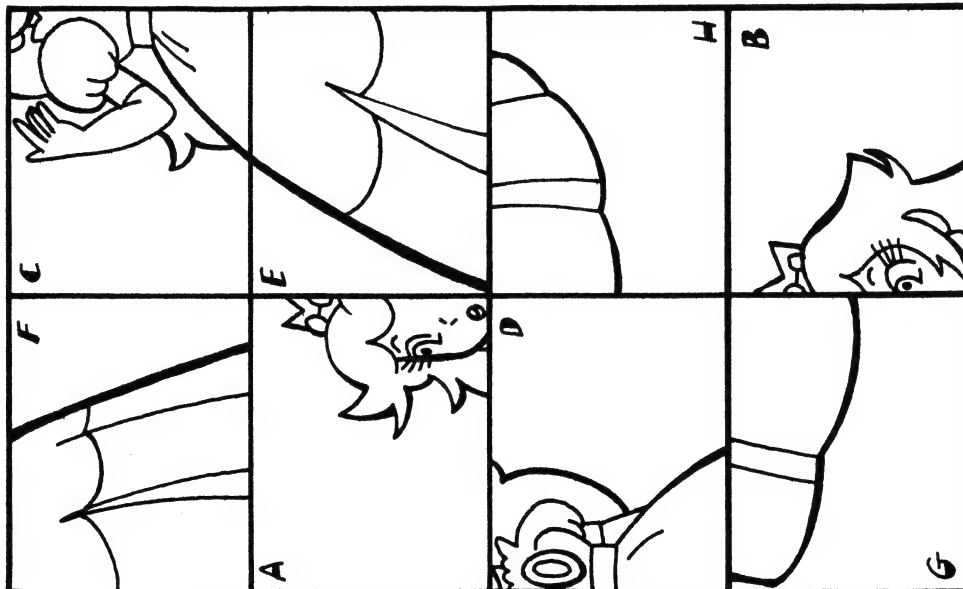
• DUCK THE ENEMY •

One of these enemies is headed right for Mario. Follow the line from each one to Mario to see which it is. Hurry so he can duck it!

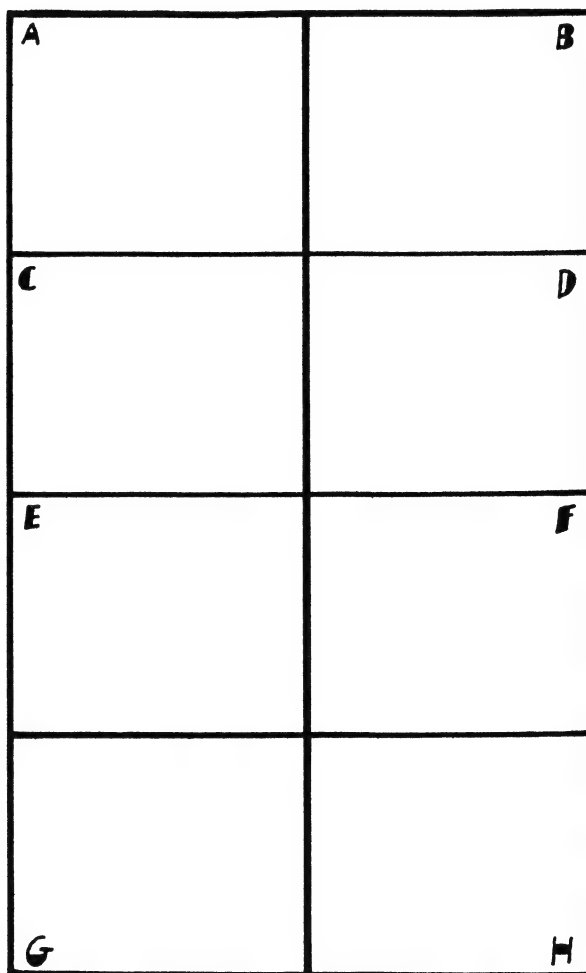


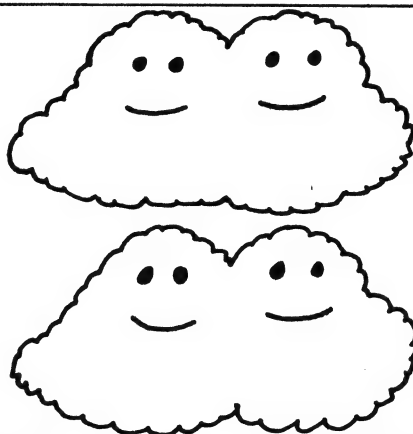
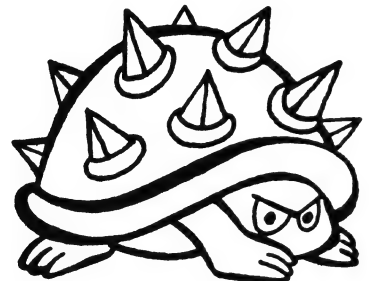
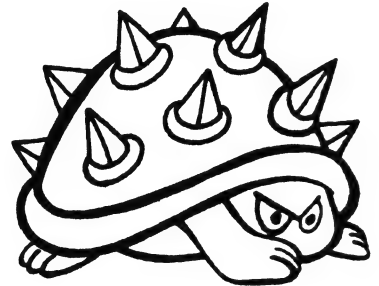
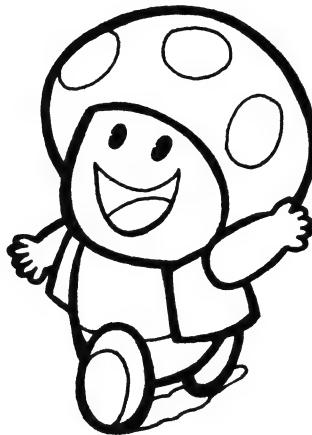
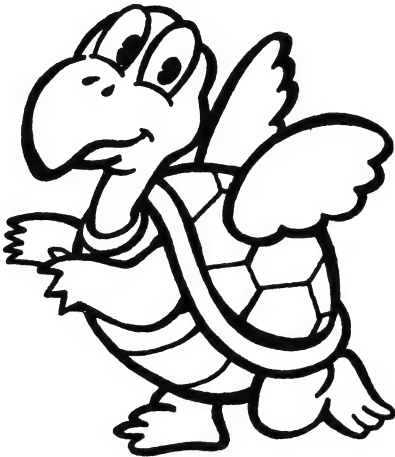
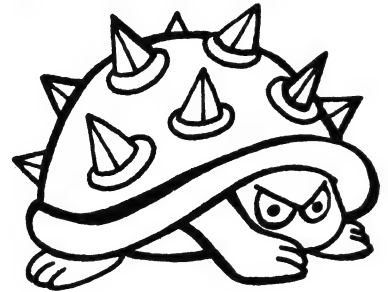
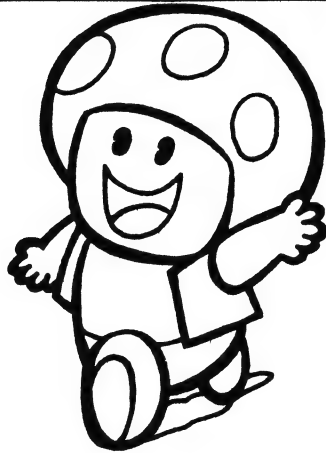
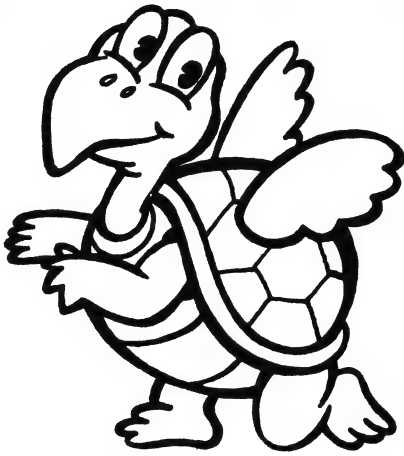
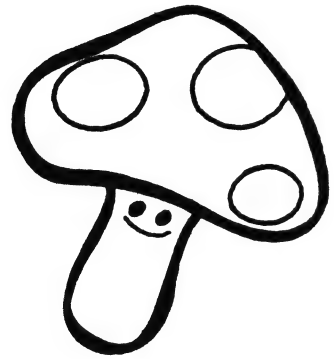
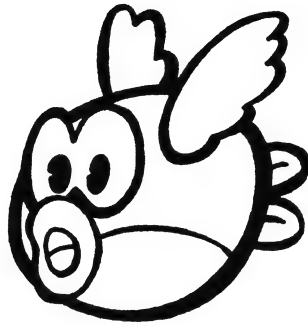
ANSWER: 2

SOLVE THE PUZZLE

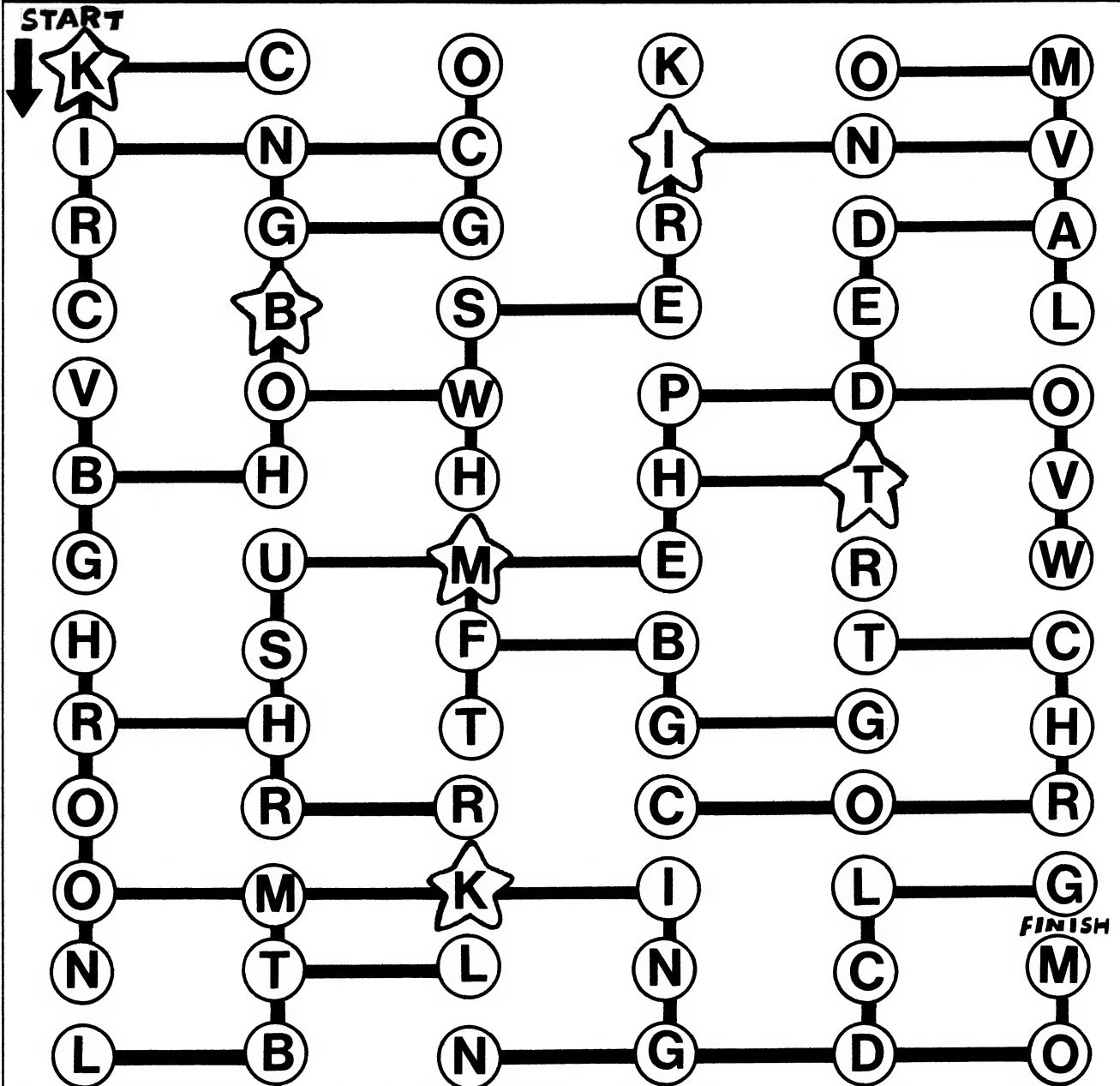


Cut out the puzzle pieces at the top of the page. Paste them into the correct spaces to see who Mario is trying to save.





Why is Mario looking for Princess Toadstool? To find out, start with the letter K and move only to letters connected by a heavy line. The first letter of each word in the answer is within a star. After you find the right path, copy the letters on the lines below and read the answer.



ANSWER: KING BOWSER INVADED THE MUSHROOM KINGDOM.

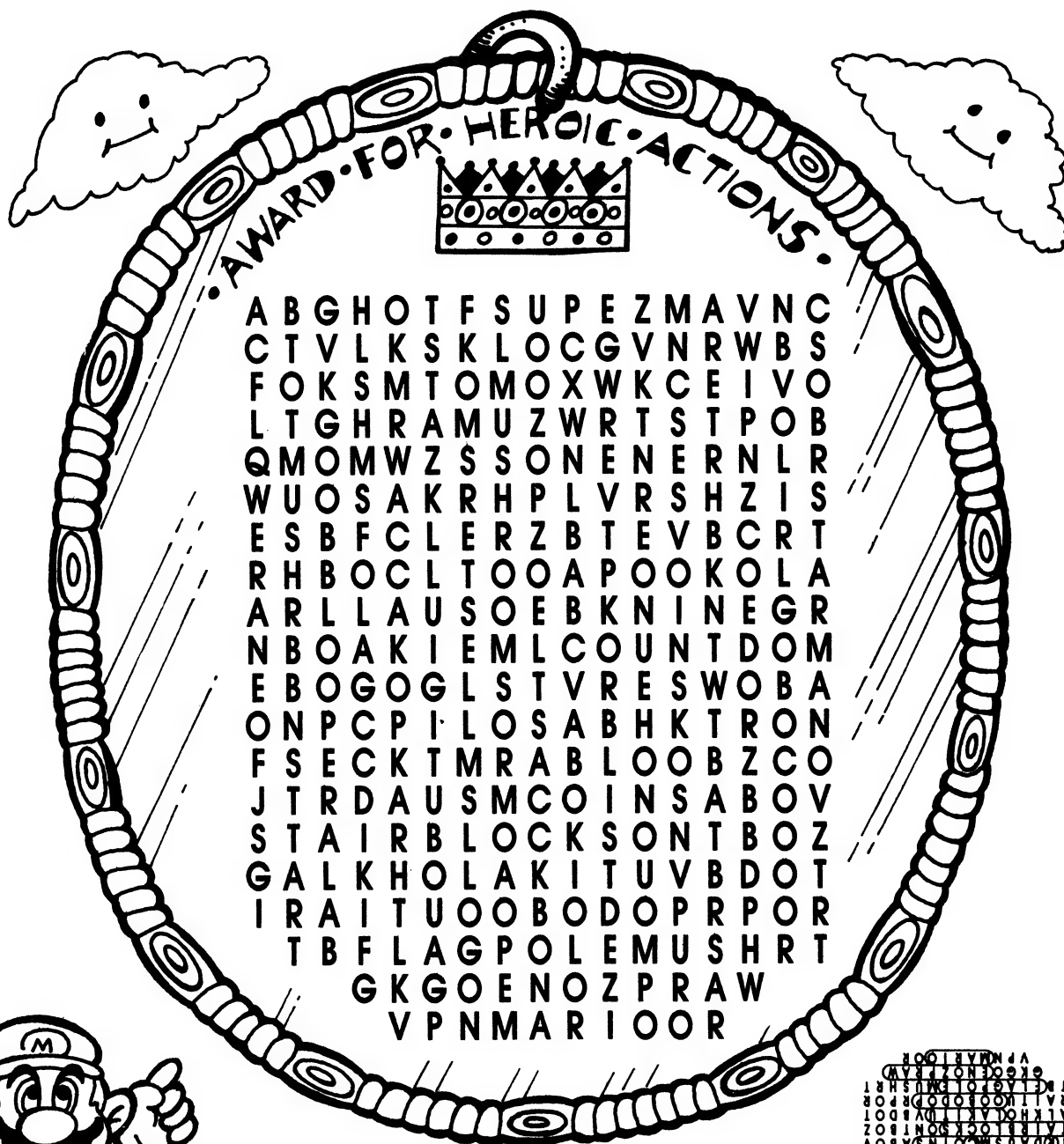
Help Mario win this award. Look up, down, across, back and diagonally to find these hidden words.

BLOCKS
BLOOPER
BOWSER
CASTLE

COINS
FLAGPOLE
FLOWER
KOOPA

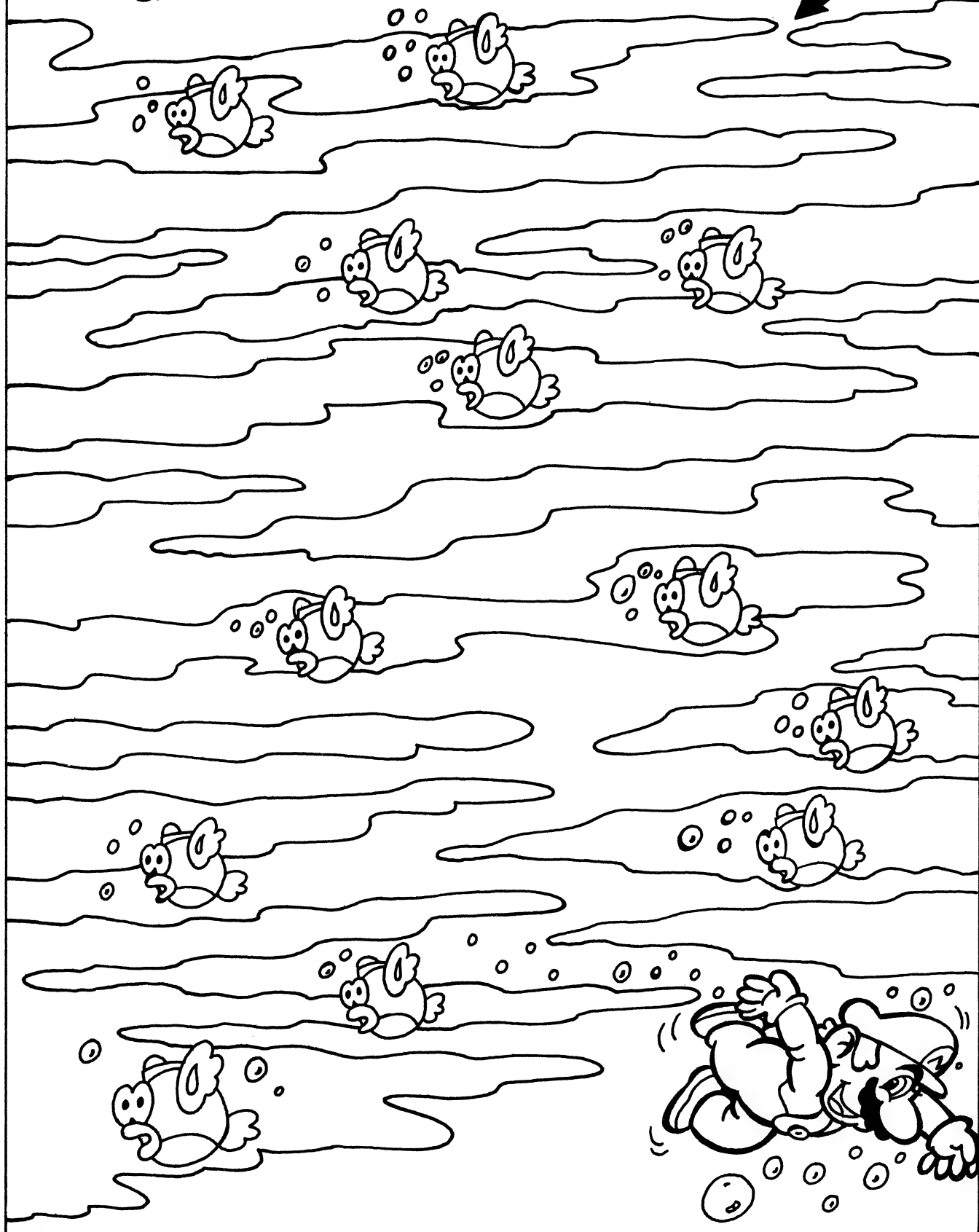
LAKITU
LUIGI
MARIO
MUSHROOMS

PODOBOO
STAIR BLOCKS
STARMAN
WARP ZONE

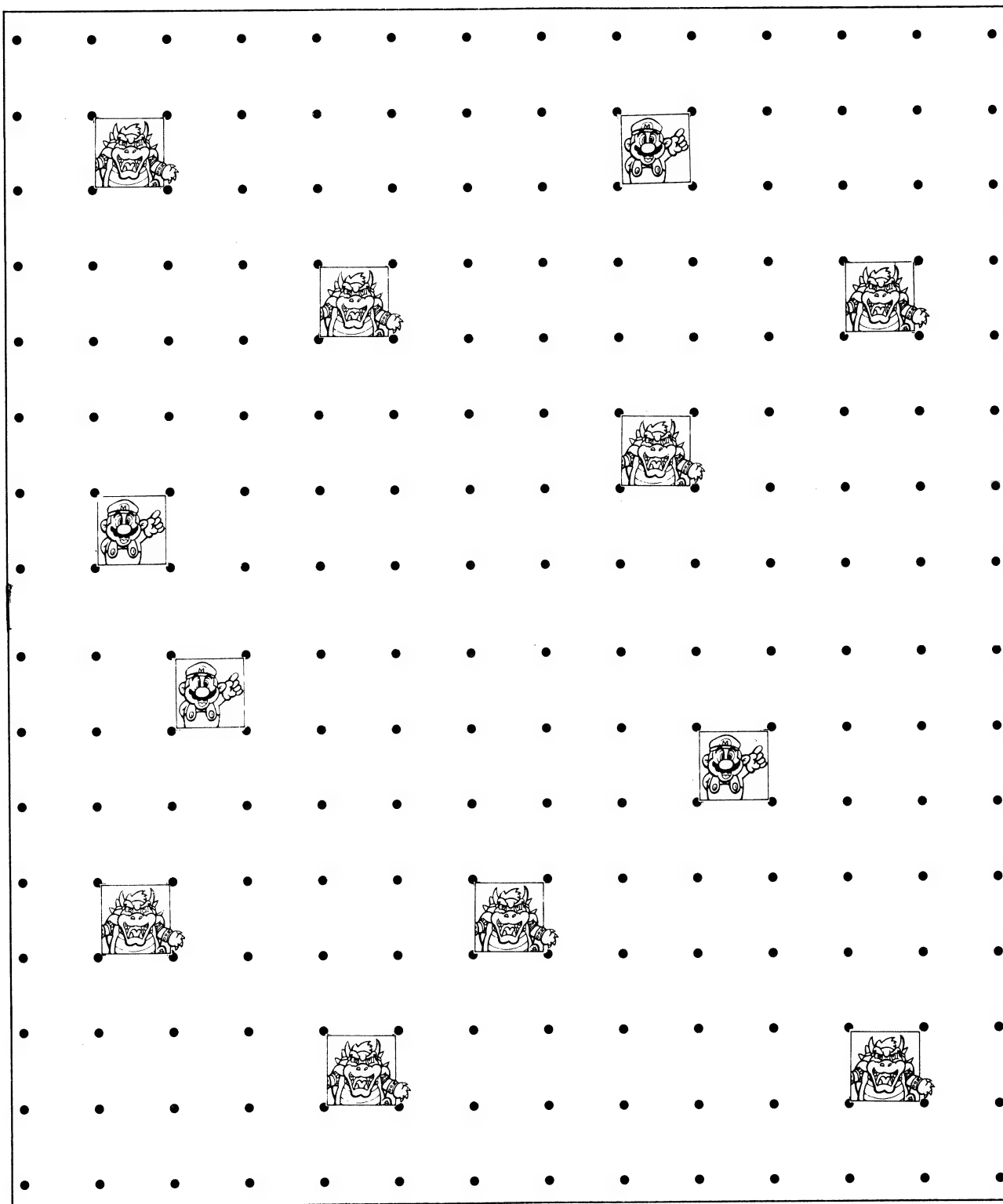


• WAVE MAZE

START

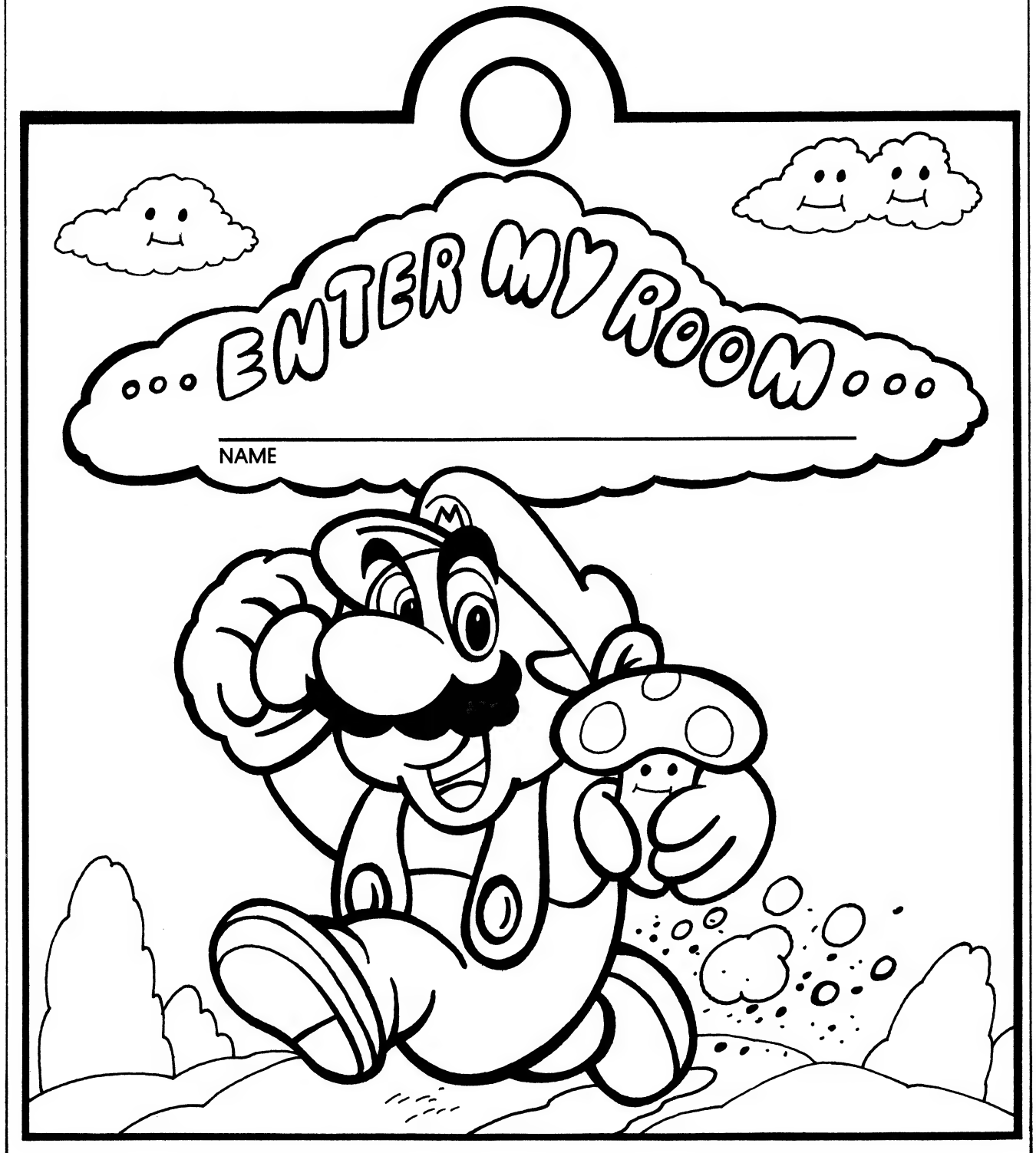


Any number of players can play this game. Take turns drawing a straight line between two dots, trying to complete a square. As you complete a square, initial it and take another turn. Count 2 points for each square with Mario in it and 1 point for each blank square. Subtract 2 points for each square with Bowser in it. The player with the most points wins.



• SUPER DOOR SIGNS •

Here is a special message to hang on your door. There is another one on the other side. Write your name and color both signs, then cut out. Attach to your door with a piece of string and turn to the message of your choice.



**ENTER AT YOUR OWN
RISK!!**



NAME _____

King Bowser has trapped Mario and a fight has begun. He needs to escape the evil King to save Princess Toadstool. Cut around the set of bars; then lay them on the picture. Move the bars back and forth to see what is happening.

